# KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD! OFFICIAL MEMORIAL FAN BOOK

## Endorsed by a Goddess—You Need This Book!


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# KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD!

## OFFICIAL MEMORIAL FAN BOOK

Endorsed by a Goddess—You Need This Book!

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## A Word About Titles

This book uses abbreviations for the titles of different parts of the series, as shown below.

Konosuba: God's Blessing on This Wonderful World! ➡ Konosuba
An Explosion on This Wonderful World! ➡ Explosion
An Explosion on This Wonderful World! Bonus Story ➡ Explosion Bonus
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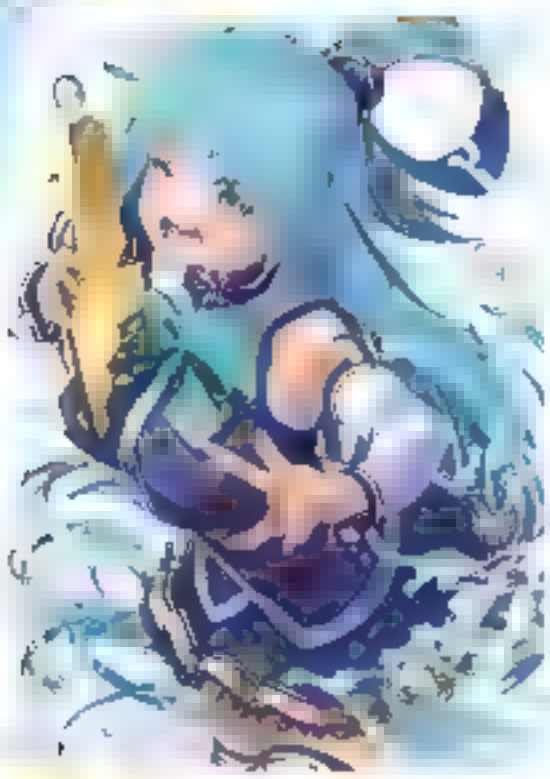
# Guest Illustrations



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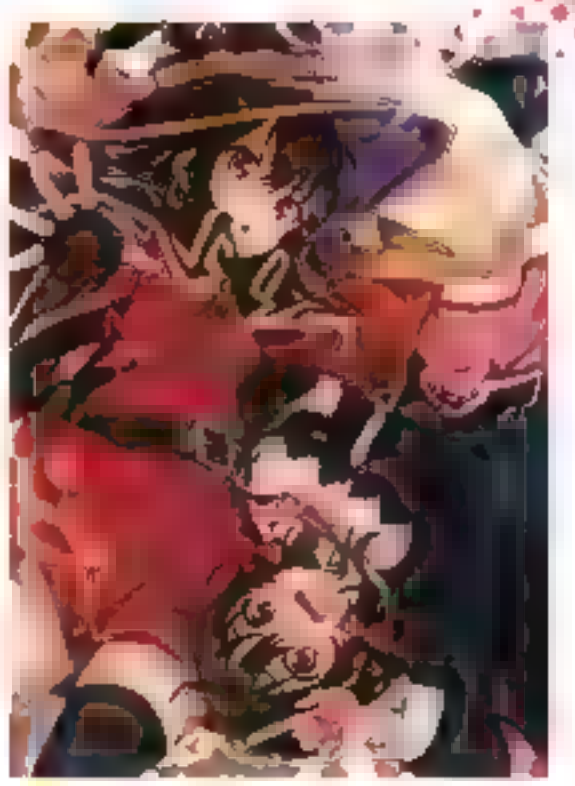

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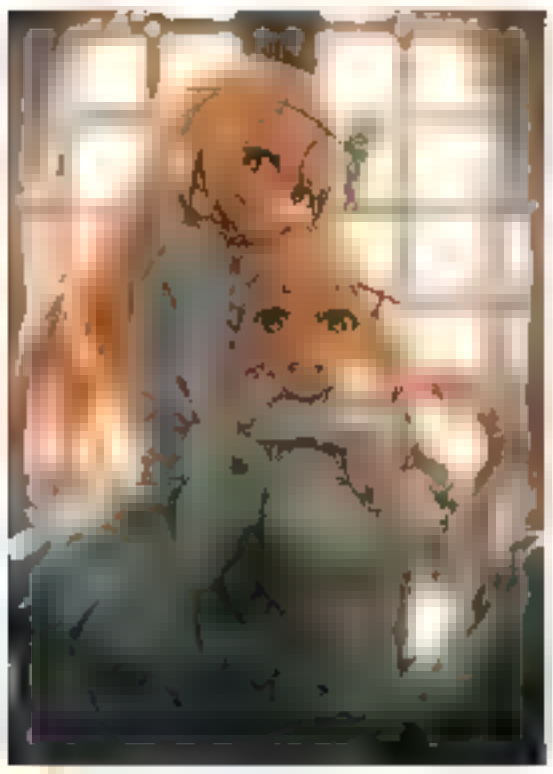

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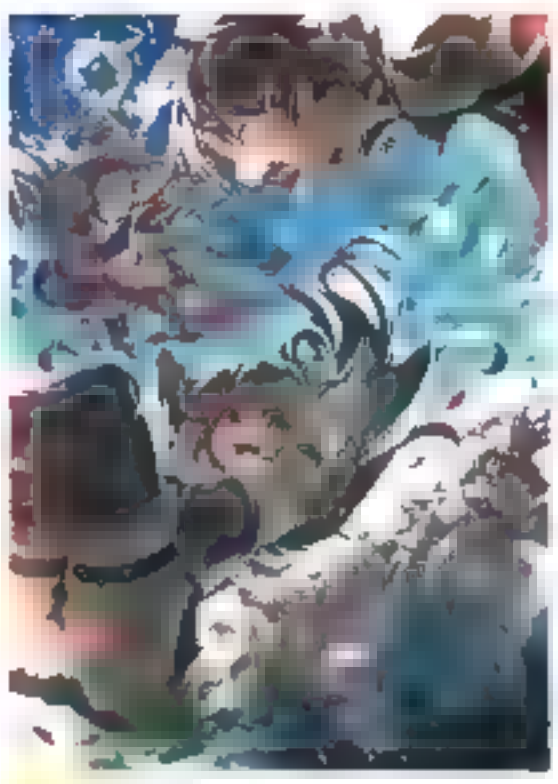

p9 Shinobu Shinotsuki

Kakao Lanthanum

# Special Thanks

## To Everyone Who Contributed as Online Editors

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Aribaba
Udday
Unagi
Eru
Elfi
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Kakeudon (Team Kaz x Aq)
Kasumin
Kahlua Makoto★GB
Kuririn♪
Gurein/Aomenou
Kuroma
Kouhikitsune
Kobanos
Sakura Papa
Zawao MAX
Zio
Julius@Inami Shukabito
Jun'ichi
Shirokuro Lion aa
Dark-nyan?1208Greattobehere! (≥ ∀ ≤)
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Shiro-kawauso
Shirozakura
Kazemi-sake

※Note: Not in alphabetical order

# CHARACTERS & MONSTERS

Characters & Monsters

Character File 001

# KAZUMA

(KAZUMA SATOU)

"LUCK'S ALWAYS BEEN THE ONLY THING I'VE EVER HAD ON MY SIDE... STEAL!"

"I'M A MAN WHO BELIEVES IN GENDER EQUALITY SO STRONGLY, I DON'T MIND DROP-KICKING A WOMAN RIGHT IN THE FACE."

Character File 002

# AQUA

"I'M AQUA. THAT'S RIGHT! THE VERY SAME GODDESS AQUA WORSHIPED BY THE AXIS CHURCH!"

"PFFFT HEE-HEE-HEE! THIS IS GREAT!"

Character File 003

# MEGUMIN

"I AM FIRST AMONG THE SPELL-CASTERS OF THE CRIMSON MAGIC CLAN, MEGUMIN!"

FOREMOST EXPLOSION USER OF THE CRIMSON MAGIC CLAN

"Y-YOU SAY I... AM JAIL-BAIT...?"

Character File 004

# DARKNESS

"YOU DEVIL...!"

"NO MATTER HOW BADLY YOU HUMILIATE ME, YOU CAN NEVER... BREAK MY SPIRIT...!"

Character File 005

# ERIS

Character File

# 006

## CHRIS

"WHY AM I AFTER THOSE DIVINE ITEMS...? WELL, MAYBE I CAN TELL YOU, EVENTUALLY."

Character File 007

WIZ

"IF WE FAIL, WE CAN ALL RETURN TO DUST TOGETHER!"

Character File

# 008

# VANIR

## THE DUKE OF HELL WHO'S EVEN STRONGER THAN THE DEMON KING (MAYBE)

Major Demon who goes by the nickname of "the All-Seeing Demon." Helps out at the shop of his friend Wiz [illegible] realizes his greatest ambition: to face the world's most renowned adventurers [illegible] defeated—but to expire only after seeing them open the treasure chest that appears after the battle to discover within only a note that says "Suckers!"

"BWA-HA-HA-HA-HA-HA! YES, EXCELLENT! WHAT FINE BAD VIBES!"

Character File 009

# YUNYUN

GREAT AND FOREMOST WIZARD OF THE CRIMSON MAGIC CLAN

"GEEZ, STOP WORRYING ME..."

Character File 010

# KOMEKO

"NEET SIS, FOOD PLEASE!"

THE FOREMOST DEVILISH LITTLE SISTER OF THE CRIMSON MAGIC CLAN

Character File 011

# IRIS

STYLISH-SWORD BELZERG

THE BUTT-KICKING PRINCESS WITH THE BLOOD OF A HERO IN HER VEINS

"HOW DID I LOOK, ELDER BROTHER? I TRIED MY BEST!"

Character File 012

# LUNA

**RECEPTIONIST AT THE ADVENTURERS GUILD**

Works at the Axel Adventurers Guild. Amply endowed and beautiful too, she works the reception counter all day, smiling and friendly—but behind the smile is a woman who's at the end of her rope from trying to balance a job placating whiny adventurers with an unlucky personal life. Ever since Vanir opened his consultation business out of a corner of the Guild, they seem to be getting closer. Maybe, just maybe...?

Character File 013

# SUCCUBI

## SEXY DREAM DEVILS WITH A CONVENIENT AXEL LOCATION!

These succubi are genuine demons, but they've managed to work out a symbiotic relationship with humanity—men visit their shop, get to enjoy the dream of their well, dreams, and the succubi live off the sexual energy that results. They don't have personal names of their own, but sometimes one might come to be known by a nickname by a particularly steady customer. On that note, the succubus we see most is affectionately known as "Loli Succubus."

Character File 014

IRIS'S BODYGUARD AND TUTOR (HALF-BLOODED)

## CLAIRE

The eldest daughter of the Sinfonia family, a noble house second only to the Dustinesses in prestige. Her helpless love for Iris makes her a bit overprotective and indulgent. She sees Kazuma as a bad influence and does whatever she can to keep him away, but it usually doesn't help much. With her serious personality, she's quick to heat up, often earning herself a scolding from her colleague Lain.

Character File 015

IRIS'S BODYGUARD AND TUTOR (COLD-BLOODED)

## LAIN

From a noble family, though not one as distinguished as Claire's. She's composed and logical, but that doesn't necessarily mean mature; when Claire gets swept away by her emotions or battered by circumstances, Lane's quick with a sarcastic observation. Unfortunately for her sane thinking doesn't get you far in this world, and she often ends up drawing the proverbial short straw.

Character File 016

MOST IMPORTANT PERSON IN THE AXIS CHURCH

## ZESTA

High priest of the Axis Church. Runs its home base in Arcanletia. He's an Arch-priest who has pretty serious power for a human. He was among the first to realize who Aqua truly was, but rather than make it public, he's played dumb while supporting her from the wings. All of which makes him sound like a pretty stand-up guy, but actually he's a lecherous fart. Also happened to bump into Megumin just after she left Crimson Magic Village.

Character File 017

AXIS PRIEST WITH SOME TROUBLING TENDENCIES

## CECILY

Helped Megumin when they met in Arcanletia right after Megumin had left home. Later, she would become the head of the Axel branch of the Axis church. She gets all hot and bothered by adorable younger-sister types (not good!), and needless to say, she's an absolutely crazed follower of Aqua. (Are we at three strikes yet?) If you can wink at all that, though, she's actually a really nice person.

Character File 018

## AIGIS

WALKIN', TALKIN', HOLY ARMOR

You can refer to page 80 to see how he stacks up as an actua. piece of equipment, but this is the part where we te l you he's as bad a person as he s a good suit of armor An nveterate womanizer, he has a particular soft spot for sexy bod es and won't hes tate to te you he on y wants to be worn by adies who meet his standards Chris captured him and tr ed to make him behave, but he hated working w th Mitsurug and ran away He currently lives in Crimson Magic Village

Character File 019

## COUNT ZEELESCHILT

THE FRIENDLY, DEMON IN A PENGUIN SUIT

He s actual y a demon, yet as a noble, he worked to mprove the area he governed Somet mes ca ed "the Cruel Count" for h s preference for the bad v bes generated when someone is embarrassed, humiliated, or degraded. Apparent y there are black tentac es ins de his su t, but not much more is known. Attacks by Eris and Aqua drained him of his extra lives, but Van r gave h m a few more to live on. Currently a part timer at Wiz's shop

Character File 020

## EMPEROR ZEL

THE BIGGEST, BADDEST DRAGON (IN AQUA'S MIND)

Born from a "dragon egg" Aqua bought from a trave ng salesman. "Emperor Ze " is merely a name of convenience; his full name is Kingsford Zeltman. Because Vanir was the first thing he saw when he hatched, he mpr nted on him, and as a chick, he preferred sleeping in one of Vanir's empty shells. He definitely looks ke a chicken, but Aqua persists in believing that one day he'll grow nto a dragon

Character File 021

## CHIEF OF THE CRIMSON MAGIC CLAN

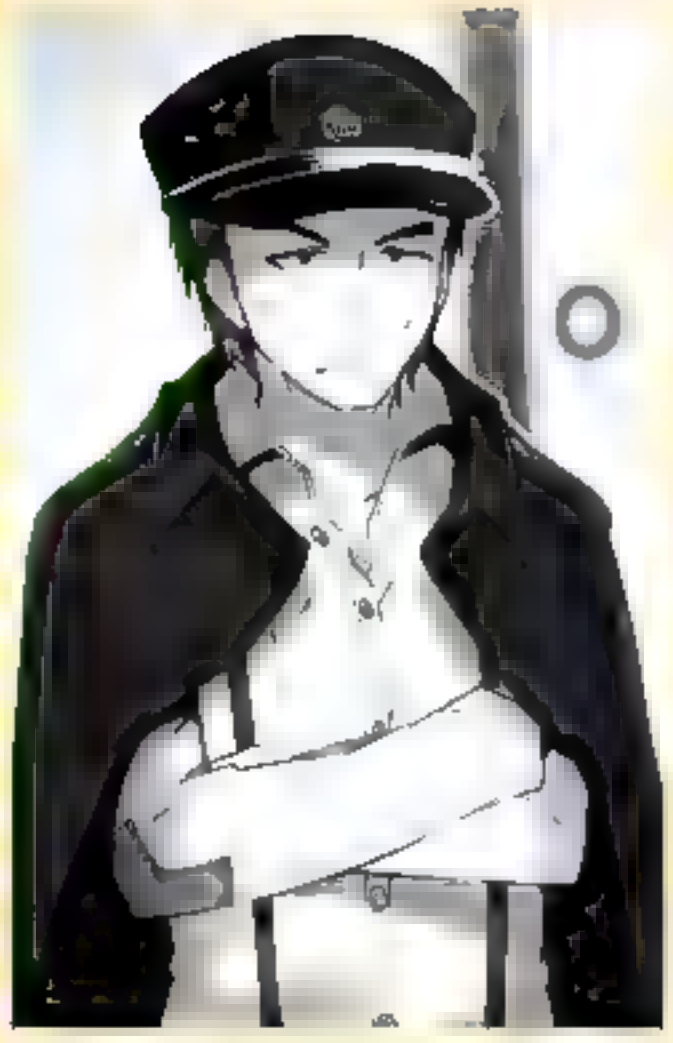
YUNYUN'S MISCHIEVOUS DAD

This is the guy who was supposed to be sending Yunyun ordinary updates on v llage life, but because of the clan's unfortunate love of drama and hyperbole, ended up wr t ng that the v llage was in a cr sis and he m ght soon die Like most of the members of his clan, he s upbeat, we l-intentioned, and extreme y good at causing trouble everywhere he goes, a fact that produces no end of stress for h s daughter H s persona name isn't revealed in the novels.

Character File 022

# HYOIZABURO

MAGIC-ITEM CRAFTSMEN AND SUCH'S DAD



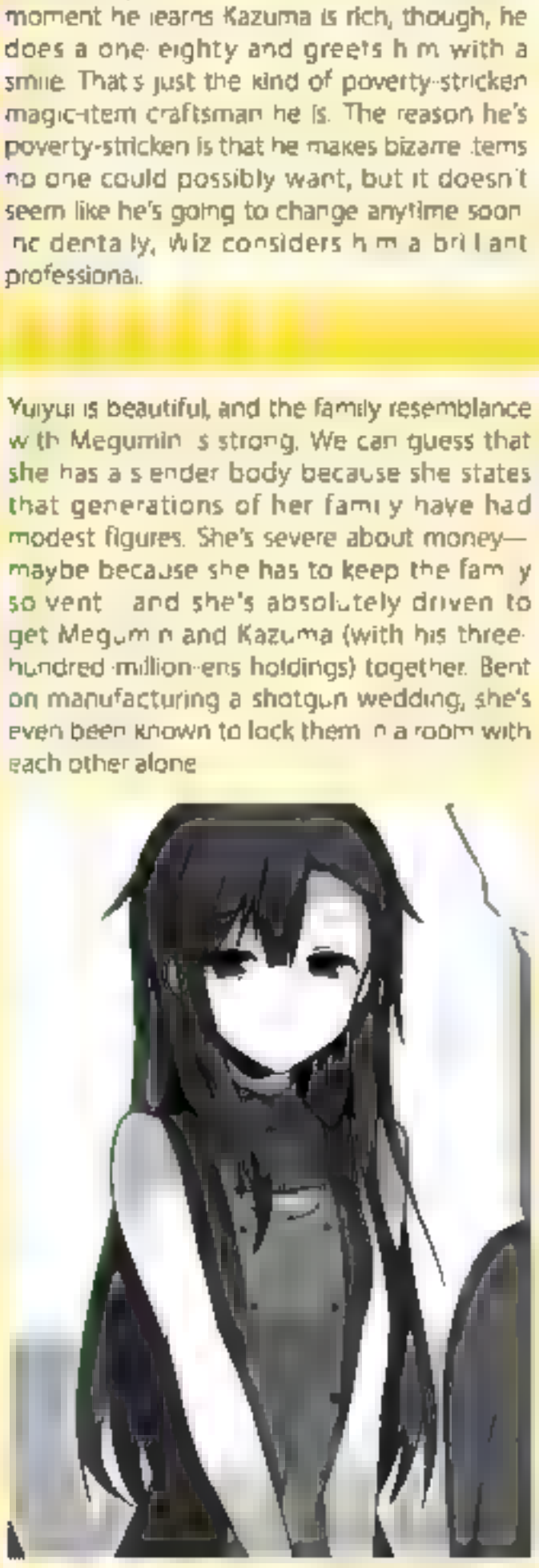
His sharp glare can overpower anyone. The moment he learns Kazuma is rich, though, he does a one-eighty and greets him with a smile. That's just the kind of poverty-stricken magic-item craftsman he is. The reason he's poverty-stricken is that he makes bizarre items no one could possibly want, but it doesn't seem like he's going to change anytime soon. Incidentally, Wiz considers him a brilliant professional.

Character File 023

# YUNYUN

MEGUMIN'S MONEY-LOVING MOM

Yunyun is beautiful, and the family resemblance with Megumin is strong. We can guess that she has a slender body because she states that generations of her family have had modest figures. She's severe about money—maybe because she has to keep the family solvent—and she's absolutely driven to get Megumin and Kazuma (with his three-hundred-million-eris holdings) together. Bent on manufacturing a shotgun wedding, she's even been known to lock them in a room with each other alone.



Character File 024

# ARUE

ULTIMATE CHUUNI LITERARY GIRL

A classmate of Megumin's who appears in both *Konosuba* and *Explosion*. She's at least as hopelessly chuuni as Megumin, and possibly more so. She, however, aspires to be not an adventurer but an author. She's the one who included a draft of her own original writing with the letter the chief sent to Yunyun, making things immeasurably worse. Megumin's prized eyepatch was originally a gift from Arue.

Character File 025

# YUNYUN

MEGUMIN'S MOM SEEMS TO RUB THE WRONG WAY

A classmate of Megumin's who appears in both *Konosuba* and *Explosion*. She plans to one day run Bar Succubus Lingerie, and she currently works there part-time. She's totally unfazed by Aigis's sexual harassment—in fact, she handles him quite capably—and she sort of seems like your bold, brave older sister. She refers to Megumin and Yunyun as "MeguYun" and is very interested in their life in Axel.

Character File 026

# DODONKO

ALWAYS SEEN WITH FUNIFURA

A classmate of Megumin's who appears in both *Konosuba* and *Explosion*. Back in their student days, she befriended Yunyun—which seems like a good thing, but Dodonko was only taking advantage of Yunyun's loneliness to make money, and that ticked Megumin off. Although she sometimes says problematic things, she isn't a bad person deep down: when Megumin left on her journey, she and Funifura went in together to get her a staff.

Character File 027

# FUNIFURA

"BRO-CON" LEVELS OF LOVE FOR HER LITTLE BROTHER

A classmate of Megumin's who appears in both *Konosuba* and *Explosion*. Always seen with Dodonko. She took advantage of Yunyun to make some money (highly questionable), but it turns out the story about her sick little brother was true. Before Megumin left on her journey, Funifura and Dodonko went into the forest to find wood, which Funifura's dad, a magic-item craftsman, then carved into a staff for Megumin.

Character File 028

# BUKKORORI

LEADER OF THE DEMON KING DESTROYERS

Leader of the Demon King Destroyers in Crimson Magic Village... at least, that's what he calls himself. You might think he's just a NEET. It's a matter of perspective. When the Demon King's army attacked, though, he did show up to throw out a few taunts, so apparently he was telling the truth. The son of the village cobbler. It seems he's destined to take over the shoe shop, but whether he's doing any actual apprenticeship is hard to tell. He's head over heels in love with Soketto; his fixation on her, devotion to her has already reached stalker levels.

Character File 029

# SOKETTO

FOREMOST FORTUNE-TELLER OF THE CRIMSON MAGIC CLAN

The foremost beautiful fortune-teller of the Crimson Magic Clan and a devoted wielder of a wooden sword. Her predictions always come true, but when she tried to divine the future of Bukkorori's love life, the crystal ball didn't show anything. Maybe her prognostication was just having an "off" day, or maybe it has to do with Bukkorori's total lack of popularity with the opposite sex—but judging by what we see in Volume 5 of *Konosuba*, it's because the prediction would have concerned Soketto herself.

Character File 030

## ANNA

GHOST GIRL WHO LIVES IN THE MANSION

Properly known as Anna F ante Estroid, or at least that s the name carved on the tombstone n the yard outside Kazuma's mansion. Aqua was able not only to see her but to understand what she wanted Anna oves adventure stories and promised that when she d heard her fil:, she would move on to the next life· but so far, she shows no sign of getting tired of them. She sn't an evil spir t. though, so Aqua hasn't forcibly exorcised her.

Character File 031

## SYLPHINA

CHILD WHO CONSIDERS DARKNESS HER "MOMMY"

Darkness's cousin, Sylphina Ford Dustiness. Her habit of calling Darkness "Mommy" led people to think she might be Darkness's secret love child, but it's only because Sylphina lost her birth mother at a young age and now thinks of Darkness a most l ke her mom. L ke her birth mother Sylph na is sickly and came to Axel hoping to avoid the threat of the Demon King's army, but by that point she was already nfected with choleran

Character File 032

## LEVY

FIRST PRINCE OF ELROAD AND IRIS'S FIANCÉ

The red hair freckles, and prepubescent voice give away the fact that he's still a kid, but he's a ready a most as tall as Kazuma A stupid pr nce who constantly looked down on Belzerg and made impossible demands After he found out that his prime minister was a spy for the Demon K ng s army he had the decency and sincer ty to apo og ze for his att tude

Character File 033

## KYOUYA MITSURUGI

JAPANESE GUY, SENT TO ANOTHER WORLD

Now he's a Sword Master, but in the beginning he was a Japanese guy sent to this world just like Kazuma. Handsome and heroic, he's mighty popular with the ladies wherever he goes, but Aqua, Megumin, and Darkness all know he's walking trouble He was given the magic sword Gram when he came here Kazuma sto e t from h m, but Mitsurugi later earned the money to buy It back. Though prone to misunderstandings, he's not a bad guy

Character File 034

## HOST

MAYBE KOMEKKO'S FAMILIAR ONE DAY!?

A high-level demon who serves the Dark Goddess Wolbach. In his endless attempts to find a way to bring Wolbach back to life, he encounters Komekko and promises to become her servant someday. Later in his quest, he bumps into Megumin and Yunyun. His remaining lives are subsequently drastically reduced by Explosion, but this also has the effect of releasing him from his contract with Wolbach, making him a freelance demon.

Character File 035

## SERENA (SERESDINA)

FAKE CLERIC, REAL GENERAL OF THE DEMON KING

Serena is a mysterious priest who appeared in Axel claiming to be one of Kazuma's fans. In reality, her name is Seresdina, and she is a general of the Demon King and head of his espionage and intelligence division. She's actually a Dark Priest who serves the Dark Goddess Regina. She came to Axel planning to recruit Kazuma into the Demon King's army, but he turned her down, and things only got worse from there. She was ultimately compelled to join the Axis Church.

Character File 036

## SYLVIA

DEMON KING'S GENERAL WHO INVADED CRIMSON MAGIC VILLAGE

A "Growth Chimera" who's half man, half woman. As chief of the Demon King's Monster Strengthening and Development Bureau, Sylvia has done a great deal of combining and augmentation of her own body. That makes her something other than a pure demon, and renders exorcism magic less than effective against her. Ultimately, Sylvia merged with Mage-killer, a weapon sealed away in Crimson Magic Village, and tried to turn the town into a sea of fire, but she was thwarted by the counterweapon Railgun (Temp Name).

Character File 037

## ARNES

WOLBACH-SEEKING DEMON

A high-level demon with red hair and yellow eyes, Arnes went looking for Wolbach and found Chomusuke. The adults chased her out of Crimson Magic Village. She followed Megumin to Arcanletia, but Zesta and Cecily sent her packing. She thought she finally had her quarry cornered in a caravan on the way to Axel, but when she attacked, she found herself on the receiving end of Megumin's Explosion.

Character File 038

## CHOMUSUKE

MEGUMIN'S FAMILIAR AND ONE HALF OF A DARK GODDESS

One half of the Dark Goddess Wolbach, ruler of apathy and atrocity. Chomusuke represents the "atrocity" half so the moment she woke up she went berserk, leading Wolbach, in human form, to seal her up again. Komekko later broke the seal and this critter became Megumin's familiar. Initially she was dubbed Shadow, but her name was later changed to Chomusuke. After the defeat of Wolbach's human form, the two appear to have merged, and the once hydrophobic Chomusuke has discovered a fondness for baths.

Character File 039

## WOLBACH

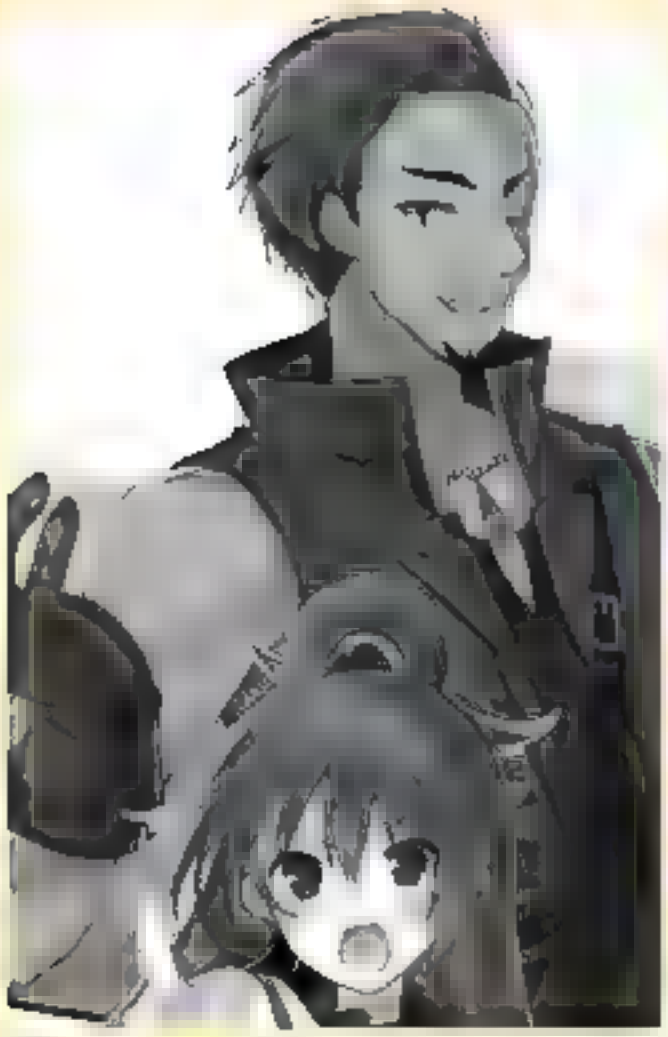
DARK GODDESS LOOKING FOR HER MISSING HALF

The half of the Dark Goddess Wolbach that awoke in human form. Currently working as a general of the Demon King while searching for her missing piece. It was she who taught a young Megumin about Explosion, but while she became a veritable nuisance to Megumin, when the two of them met again, Wolbach claimed not to remember her. Defeated when she loses to Megumin in a contest of Explosions. Her corporeal form was destroyed, but she seems to have merged with Chomusuke.

Character File 040

## HANS

GENERAL OF THE DEMON KING'S ARMY IN ARCANLETIA



One of the Demon King's generals. His true form is a Deadly Poison Slime possessing the ability to impersonate anyone he eats. He was tasked with polluting the water in Arcanletia, but when he carelessly reveals to Wiz that he ate the old man in charge of the baths to do so, she becomes enraged. She joins forces with Kazuma's party and defeats Hans in a most unpleasant manner.

Character File 041

## CAPPY

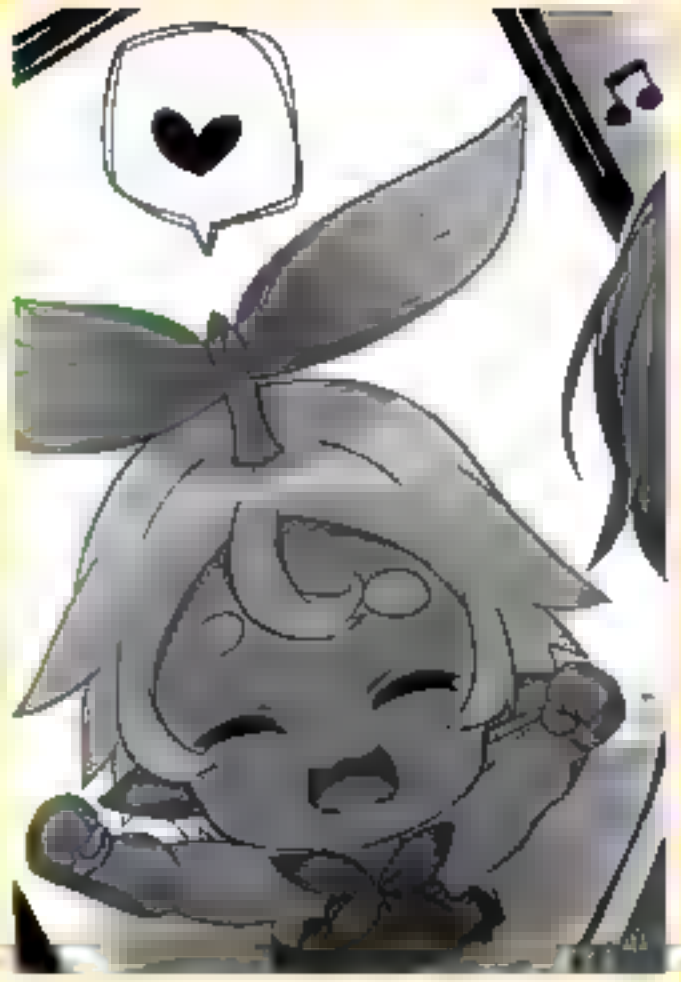
HANS' REPRODUCTION?

A mysterious Slime that appears at the former headwaters of the hot springs. It was dubbed Cappy and considered a subspecies of gelatinous slime because of its ability to speak, but in reality, it was the Demon King's general Hans reborn. He didn't remember anything at first, but as it all started to come back to him, he got more and more angry—and more and more dangerous. Yunyun finally finished him off with Inferno.

Character File 042

## LEISURE GIRL (SPROUT)

STILL TOO YOUNG TO DO ANY REAL HARM



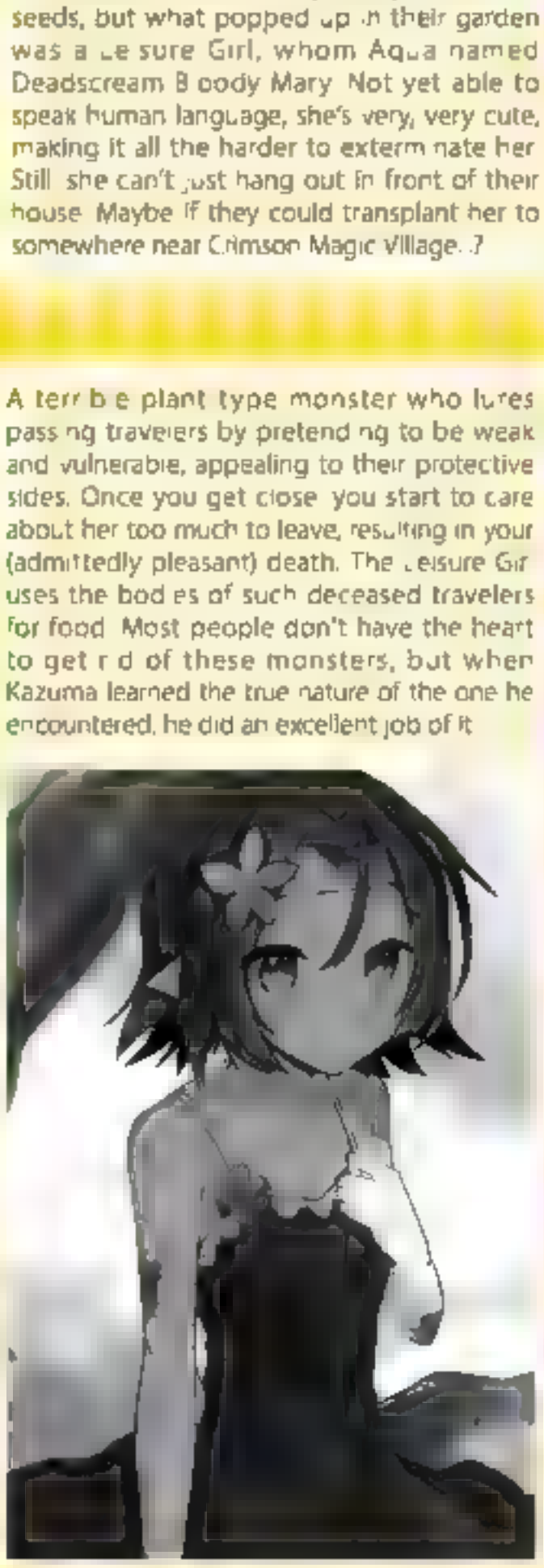
Aqua bought a susp cious seed from a traveling salesman and it grew into this thing. She be eved she was getting mandrake seeds, but what popped up .n their garden was a Le sure Girl, whom Aqua named Deadscream B oody Mary Not yet able to speak human language, she's very, very cute, making it all the harder to exterm nate her Still she can't just hang out in front of their house Maybe if they could transplant her to somewhere near Crimson Magic Village. ?

Character File 043

## LEISURE GIRL

THIS MONSTER OFFERS AN EASY DEATH!

A terr b e plant type monster who lures pass ng travelers by pretend ng to be weak and vulnerable, appealing to their protective sides. Once you get close you start to care about her too much to leave, resulting in your (admittedly pleasant) death. The Leisure Gir uses the bod es of such deceased travelers for food Most people don't have the heart to get r d of these monsters, but when Kazuma learned the true nature of the one he encountered, he did an excellent job of it



Character File 044

## LEISURE QUEEN

THE "GIRL" POWERED UP IN ALL KINDS OF WAYS

An advanced form of the Leisure Gi l She offered an easy demise for those who wished to end their own lives, mak ng her good to have around, but Kazuma got rid of her when he was personally requested to do so. As a Queen, she's more ruthless and cunning than any Girl. She tried to buy Kazuma off but it must have backfired, because he hit her with herbicide.

Character File 045

## ORCS

IT'S ALL LADIES NOW

Incred bly fertile, able to mate with virtually any humanoid species Their ma es were wiped out, leaving only the females. Male orcs are apparent y born from t me to t me, but they're nev tably sexed to death by the women before they even reach adulthood (One of the very rare surviving male orcs can be found at Count Zee esch It s castle.) Incidentally, the orc who first tried to put the moves on Kazuma was named Swatmaze

# OTHER CHARACTERS
## (ARRANGED ALPHABETICALLY)

him to become ever more standoffish

### 61 BURTON
**Weirdo Biologist**

Megumin helps him when his hunt request is turned down by the Guild in *Explosion Bonus*, Vol. 2. Highly knowledgeable about monster biology and passionate in researching unusual species. His most famous work might be *Professor Burton's Biology for Dopes*. His love for his childhood friend Barbara, who was also the reason for his very first quest, seems to be moving along slowly...but steadily!

### 62 [redacted]
**Crimson Magic Village Clothing Shop Guy**

Calls himself first among the clothing-store proprietors of the Crimson Magic Clan, but the village only has one clothing store. Was using Railgun (Temp Name) as a clothesline.

### 63 CLARICE
**Fledgling Who Tries to Invite Yunyun (2)**

From *Explosion Bonus*, Vol. 2. A level-2 Priest. Since she's wearing chain mail, she's good with frogs.

### 64 KUREIN
**Paying for Something**

In *Explosion Bonus*, Vol. 2, he's the addressee of a letter found at the scene of the underwear theft. Apparently an Axis priest.

### 65 THE DEMON KING
**Kazuma and Aqua's Final Adversary**

According to Vanir, the Demon King is already getting up there in years, and his daughter is the more powerful of the two. Supposedly being defeated by the hero is part of the Demon King's job, so he's thinking about switching off with his daughter. Serena says that the Demon King is surrounded by monsters and devils, and that he has the ability to dramatically power them up.

### 66 THE DEMON KING'S DAUGHTER
**Already More Powerful than the Demon King**

Has been mentioned several times as leading the Demon King's army against the royal capital and Crimson Magic Village, but Kazuma hasn't actually faced her in person. According to Serena, the Demon King's daughter inherited his ability to power up monsters, and she can augment every creature in his entire army. As of *Konosuba*, Vol. 16, she's left the castle and is leading a major force against the

### 51 ANDY
**Adventurer Who Avoids Megumin (1)**

In *Explosion Bonus*, Vol. 2, he turns toward Luna and pretends to pray in an effort to avoid partying up with Megumin.

### 52 THE ANGEL
**Aqua's Successor**

The woman who took over Aqua's duties after Aqua was sent to the other world. She has wings on her back, but it's not clear if she's a real angel or not.

### 53 ASHEA
**Adventurer Who Avoids Megumin (2)**

Looks away from Megumin when she's looking for party members in *Explosion Bonus*, Vol. 2.

### 54 BALTER BARNES ALEXEI
**Alderp's Adopted Son**

Potential suitor to Darkness who appears in *Konosuba*, Vol. 3. Loyal and kind, the exact opposite of his adoptive father.

### 55 BARBARA
**Object of Professor Burton's Affections**

Runs a little tavern in a corner of the capital city. She plays it cool with Burton, but only because of her own complicated romantic feelings.

### 56 BARON AULEEP
**Alderp's Relative**

An evil noble who appears in *Consultation*. After causing trouble in town, he's defeated by Hachibee on Iris's orders.

### 57 BEAT
**Fledgling Who Tries to Invite Yunyun (1)**

Appears in *Explosion Bonus*, Vol. 2. A level-4 warrior who invites Yunyun to party up.

### 58 [redacted]
**Dullahan General of the Demon King**

Came to Axel to complain that somebody was hitting his castle with Explosion every day, but after he left, everyone pretty much forgot about him. When he came back to lecture them about how to behave, he was hit with a whole bunch of water magic, which he's weak to, and in the end, his head was stolen from him and turned into a soccer ball. One very unfortunate undead.

### 59 PICKLES RUSSO TRANZAM
**Ghost of a Lecherous Old Dude**

Abram's dad; appears in *Detours*. Remained in this realm with unfinished business—but that business turns out to be kind of nasty.

### 60 BRAD
**Wiz's Old Party Member (?)**

A Sword Master who was in Wiz's party when she was an adventurer. Had a knack for talking down Rosalie when she got too excited, and often had to do so. Vanir's all-seeing power suggests Brad had a thing for Wiz, but the truth is unclear. Each time they fought Vanir, he would undermine Brad's manliness, leading

### 46 ABRAM RUSSO TRANZAM
**Young House Head Who Deeply Respects His Deceased Father**

A noble who requests Kazuma's party to exorcise an evil spirit in *Detours*. Shocked by a dramatic pronouncement from his father's ghost.

### 47 ACUA
**A Counterfeit Aqua!?**

A kind-hearted ring cleric with blue hair. Her healing magic is no match for Aqua's, but she very nearly steals the title of Axel's Go-To Healer. When she's hurt discovering the difference between Aqua's abilities and hers, she apologizes. You kind of have to feel for her.

### 48 ALDERP BARNES ALEXEI
**Villa nous Governor**

The noble who accused Kazuma of sedition. Possesses a divine item that can summon demons, and used the power of a demon named Max to gain his wealth. His goal was to marry Darkness, but she left him at the altar, and Vanir tricked him into ending Max's contract. Dragged to hell for eternal torment.

### 49 ALOERINA
**Axel's Police Chief**

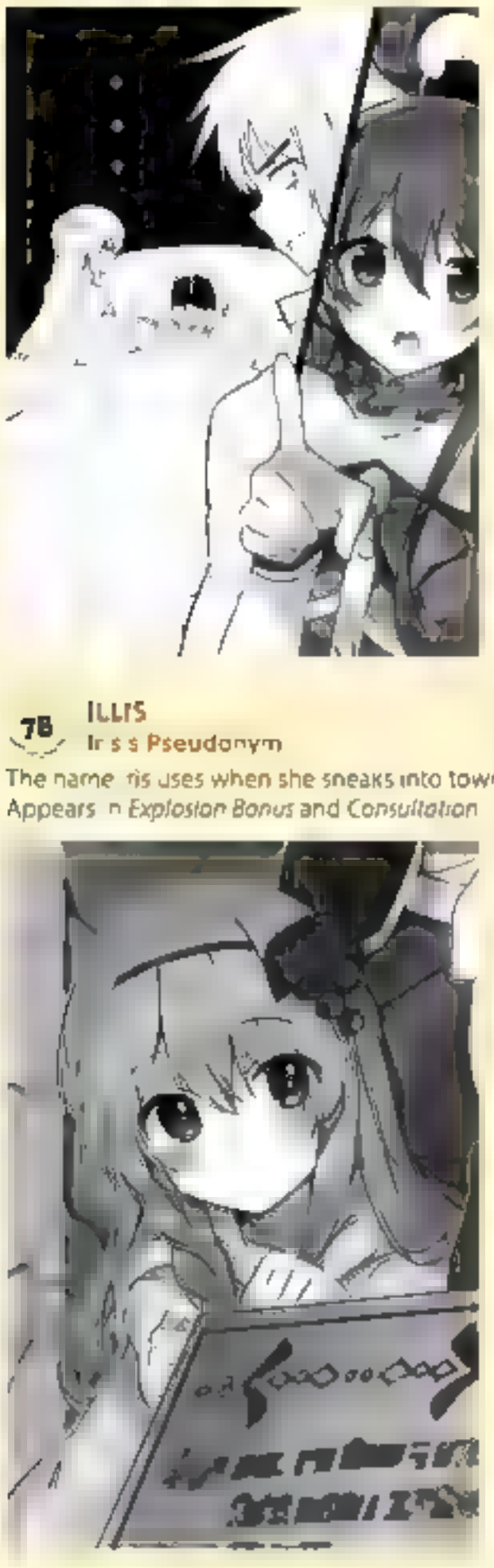
Twenty-three-year-old female knight in *Konosuba*, Vol. 15. She arrested and interrogated Kazuma after he drop-kicked Serena.

### 50 AMARYLLIS
**Demon Who Feeds on Fear**

A girl with the body of a spider who lives on the thirteenth floor of the continent's deepest dungeon, appearing in *Konosuba*, Vol. 16. She's an acquaintance of Vanir's and deliberately made herself a spider chimera in order to more effectively make people feel the terror she favors. She's come to "this realm" to search for her missing pet, a Hell Nerold named Stesky.

## 77 IGNIS FORD DUSTINESS
**Darkness's Dad**

Totally down-to-earth despite being a distinguished noble, all he really wants is his daughter's happiness. Always seems to know what Kazuma is thinking, as befits a man sometimes called "the Kingdom's Confidante." Almost died when Alderp placed a serious curse on him, but Aqua was able to break it and save him. He's been the governor of Axel ever since Alderp was ousted.



## 78 ILLIS
**Iris's Pseudonym**

The name Iris uses when she sneaks into town. Appears in *Explosion Bonus* and *Consultation*.



## 79 JACK
**Megumin's Party Member (2)**

An archer who parties up with Megumin in *Explosion*, Vol. 3. Other party members include Ein, Thomas, and Rod.

## 80 JATICE
**First Prince of Belzerg**

Iris's (real) older brother. Has been away from the castle fighting the Demon King's army, so we don't know much about him.

## 73 HACHIBEE
**Kidder Who Accompanies Illis**

The servant of Illis, the descendent of the Chili-Noodle-Shop Guy, who appears in both *Consultation* and *Explosion Bonus*. (He's secretly Vanir.) According to Illis, "Hachibee" is a professional name, and he has to kid around and keep the mood light. Cured by the reward, Vanir spends a day as her servant, after which they develop a good rapport and refer to each other as "Chili-Noodle Girl" and "Hachibee," respectively.

## 74 HAGEN
**Dustiness Family Butler**

An older man and the longest-serving person in Darkness's household. Comes to Kazuma in distress when he's unable to stop Darkness and Alderp's marriage. Asks Aqua to give the blessing at the ceremony. Further, he's the one who walks Darkness down the aisle in lieu of her father, Ignis, who's sick. In other words, he's the mastermind behind the whole attempt to nix the wedding.

## 75 HEIDEL
**Kazuma's Personal Butler**

A tuxedoed, white-haired old man, he served Kazuma while he was living at the castle. Kazuma randomly decided to call him Sebastian.

## 76 HEMOGLOBIN
**Crimson Magic Legend**

Appears in *Explosion Bonus*, Vol. 2. The fingerless gloves this person loved so much are sold at Wiz's store.

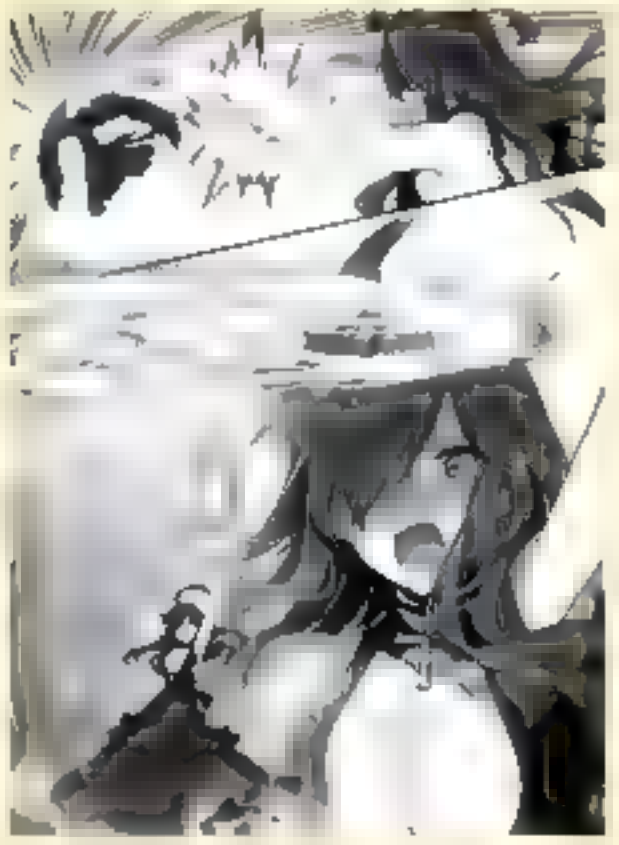
capital city and its fortress.

## 67 DUKE
**Wiz's Stalker ?**

Appears in *Konosuba* Vol. 13. A hunk of a fallen angel whose fire magic is powerful enough to let him go toe to toe with Wiz. The ambiguous way he says things leaves everyone thinking he's dying to marry Wiz, when he actually wanted to challenge her for her position as general of the Demon King. When it became obvious he was going to lose their fight, he pulled an impromptu ritual to turn himself into a lich.

## 68 DUST
**A Man as Trashy as Kazuma!?**

An adventurer. His first run-in with Kazuma wasn't very pleasant, but they became fast friends after that. People call Dust a punk, and it's true he's not a great guy. Vanir thinks Dust might be a false name. So who is he? Speculation is he might just be Cain Sheyka. It certainly seems like it, but there's no proof.



## 69 EIN
**Megumin's Party Member (1)**

Leader of a four-man party Megumin joins in *Explosion*, Vol. 3. At first he's overjoyed to see the power of Explosion with his own eyes, until he realizes it's the only spell Megumin knows, after which he wants nothing to do with her. Other members of the party include the archer Jack, a priest named Thomas, and a spearman, Rod. Ein himself appears to be a warrior.

## 70 BAYNE
**Adventurer Saved by Vanir (1)**

Rescued by Vanir just as a Hellhound is about to kill him on floor thirteen of the dungeon in *Konosuba*, Vol. 16.

## 71 GIL
**Adventurer Saved by Vanir (2)**

Member of a party that was about to be wiped out on thirteenth floor of the dungeon in *Konosuba*, Vol. 16. Other party members were Stella and Gayne.

## 72 GIRL WALKING WITH CELL PHONE
**How It All Began**

The girl who was the root cause of Kazuma's death. He mistakenly believed she was about to be hit by a tractor and shoved her out of the way, breaking her leg in the process.

and she's taken up traveling as he requested in his last will and testament. She's spunky, dauntless, and just a little foul-mouthed. She's intrigued by frog meat but can't eat it.

### 97 MICHAEL
**Barkeep**

Runs the bar in Axel. The actual name of the bar is unknown. Aqua refers to it as "Michael's place." After a thorough crawl of the taverns in the capital, Aqua concluded that Michael had the best drinks. Good enough. In fact, they often serve as a tribute when someone wants to get Aqua to do something.

### 98 NORRIS
**Dustiness Mansion Guard**

Guard whose voice Kazuma imitates when breaking into the Dustiness mansion to see Darkness in *Konosuba*, Vol. 7.

### 99 OZUMA ZATOU
**A Counterfeit Kazuma!?**

A dashing dude with red-brown hair and brown eyes who wears black armor and a black cape. Looks like he means business. Has been on a journey of revenge ever since one of his partymates was killed by the Demon King's general Hans. Learned of Kazuma during his travels, and because his own party is fairly famous, he becomes convinced Kazuma is trying to ride on his coattails.

### 100 PROSECUTOR
**Lawkeeper of Elroad**

Questions Kazuma and his party after they're hauled in because of a series of nocturnal explosions. Name not given.

### 101 PUCCHIN
**Educator of the Crimson Magic Soul!**

The teacher of Megumin's class, appears in *Explosion*, Vol. 1. Model answers to questions in his class include "the most important thing in combat is coolness" and "the key to surviving a fight is your pre-battle speech." Gives skill-up potions to distinguished students. Sometimes backs up his example self-intro with awesome effects.

### 102 REGINA
**Goddess of Puppetry and Revenge**

Also called "the unknown goddess." Kidnapped from a church near Axel, she was sealed away in Crimson Magic Village, but two

### 88 LOLIERINA
**Vice-Captain of Axel's Police Station**

Subordinate of Aldrina, who appears in *Detours*. Apologizes for having suspected Megumin of being behind a case involving an explosion.

### 89 LUCKLESS
**A Counterfeit Darkness!?**

A beautiful Crusader lady with golden hair and blue eyes. She's a survivor of a group of knights charged with defending a territory that was decimated by the Demon King's army. Now she's on a journey to rebuild her house and get revenge for her friends and her land. She herself is coolheaded and loyal—very Crusaderly—but when Ozuma and his party compare her and Darkness, they end up hurting Darkness and deeply confusing Kazuma and his friends.

### 90 LUCY
**Ghost Follower of Regina**

Object of a hunt in *Konosuba*, Vol. 11. Moves on peacefully to the next life when she finds out Megumin had unsealed Regina.

### 91 LUGKRAFT
**Prime Minister of Elroad**

Essentially controls the country of Elroad but is in fact a doppelgänger and chief of the Demon King's Intelligence Bureau. Thirty years ago, he was hired as a civil servant in Elroad, and since then he's devoted himself to righting the country's finances, which have been ravaged by gambling. Though he's a spy with the ability to turn into anyone he wants, he reached the prime ministership through real work and achievement. In other words, both very dedicated and a total idiot.

### 92 MARIS
**No Dissing Eris! (1)**

Eris priest who breaks Keith's nose in *Konosuba*, Vol. 7 after he teases her about having a small chest.

### 93 MARY
**Kazuma's Personal Maid**

A woman who looked after Kazuma while he was living at the castle. Kazuma gives her a hard time whenever she tries to change the bed sheets.

### 94 MARYBELL
**Fights with Megumin**

Appears in *Detours* as the name of someone who bears a grudge against Megumin. Apparently they fought about bust size.

### 95 MAX (MAXWELL)
**Devil Who Contracted with Alderp**

Alderp thinks of this character as the low-level demon Max, but in fact he's Maxwell, Duke of Hell. His favorite type of bad vibe is despair. His tendency to forget things very quickly allowed Alderp to make him work for free for a long time. Vanir involved Kazuma and his party in an elaborate plan to get Maxwell back to hell and feed on his own favored bad vibes at the same time.

### 96 MEGUMI
**A Counterfeit Megumin!?**

A black-haired wizard. Her grandfather named her, seemingly after the Japanese word for "blessing," so it seems likely she's descended from one of the Japanese people who was sent here. Her grandpa was a powerful wizard,

### 81 JOSEPH
**Farmer in Gluteal Distress**

A summer bamboo stabs him in the butt during a pest-control attempt in *Konosuba*, Vol. 7. The severity of his wounds has left him unable continue his farmwork.

### 82 KAIKAI
**Megumin's Classmate (1)**

From *Explosion*, Vol. 1. Her name is called when the teacher takes the roll, but that's all we learn about her other than that she's a girl.

### 83 KAREN
**Same Name, Different People**

1. In *Consultation*, her name comes up in a conversation between Wiz's former party members Brad and Rosalie. Rosalie claims Karen and Yukinor were in love.

2. In *Explosion Bonus*, Vol. 1, the head of the Donnelly household. A red-haired girl older than Kazuma, she sees Darkness as an enemy. Asks Kazuma to get rid of the monsters around her mansion.

### 84 KEITH
**Dust's Archer Friend**

Easygoing, though not as much of a piece of human garbage as Dust. Also goes to the succubus shop. Gets giggly when he's drunk.

### 85 KHIEL
**The Lich Who Lived for Love**

Once a brilliant Arch-wizard, Khiel is now said to be a villain who kidnapped a noblewoman and held her in his dungeon. The truth, though, is that he was rescuing his beloved from terrible circumstances. In the course of their escape, he was left with no choice but to become a lich, and he was with her at the end in his dungeon. Asks Aqua to purify him.

### 86 LAINA
**Sister of the Bro/Sis Group**

A thief and Ryze's sister. She threw a knife into a pack of Chestnut Rats to distract them, desperate to keep Megumin from being overrun.

### 87 LAIN SHEYKA
**Famous Among the Nobles**

His name is mentioned in *Explosion*, Vol. 3 and *Explosion Bonus*. He's the son of a lower-ranking noble family from a nearby country and the youngest person ever to become a Dragon Knight. Said to be unrivaled in the use of the spear and beloved by dragons since his birth. Once, however, he ran away with a princess who had fallen in love with him. He came back a week later but he was stripped of his knighthood and banished from his country.

### 115 TAYLOR
**Dust's Crusader Teammate**

The redoubtable leader of Dust's party. He's the relatively serious type and doesn't hang out with Dust and the others in his off time.

### 116 TERRY
**Fairly Famous Adventuring Group (3)**

An ax-wielder who joins the devil hunt in *Explosion*, Vol. 3. Partied with Rex and Sophie.

### 117 THIEF IN MITSURUGI'S PARTY
**The Hero's Entourage (1)**

A girl who carries a dagger and wears leather armor. She praises Mitsurugi's actions relentlessly, and he gives her a pat on the head in return.

### 118 THOMAS
**Megumin's Party Member (4)**

The priest who parties up with Megumin in *Explosion*, Vol. 3. First to notice how dangerous Explosion really is.

### 119 TRISTAN
**Axis Church Accountant**

Woman who stands for the office of high priest of the Axis Church in *Explosion*, Vol. 2. Campaign platform is highly anti-socia

### 120 UNDYNE
**Loves to Collect Weird Things**

A noble infamous for doing everything he can to get anything he wants. Secretly had the holy armor Aigis at his mansion.

### 121 WARRIOR IN MITSURUGI'S PARTY
**The Hero's Entourage (2)**

A girl who carries a spear and works with Mitsurugi. Won't let other female adventurers join the party.

### 122 WOLFGANG CROW
**One Proud Vampire**

Appears in *Detours* as the object of a hunt. On meeting Kazuma and the others, declares himself "a vampire, the King of the Undead," leading to an argument with Wiz. It turns into a battle for honor—are vampires or Liches the true kings of the undead?—but then Aqua gets in on the action with her merciless purification abilities.

### 123 YUKINORI
**Old Friend of Wiz's**

An adventurer whose name appears in *Consultation*. Fought the Demon King in his own way but didn't work directly with Wiz and the others. A Japanese person who was dating Karen.

### 108 SAKIBERII
**Megumin's Classmate (2)**

Appears in name only in *Konosuba*, Vol. 4 and *Explosion*, Vol. 1. Not much is known about her, but the classes are segregated by gender, so she must be a girl.

### 109 SENA
**Axel's Prosecutor**

Investigates Kazuma on charges of sedition. Later found a new job as national prosecutor.

### 110 SERIS
**No Dissing Eris! (2)**

Large-chested Eris priest who makes a punching bag out of Dust over his harassment about Eris's chest pads in *Konosuba*, Vol. 1.

### 111 SONIA
**She of the Incredible Bust**

Appears in the beauty pageant in the Eris Appreciation Festival in *Konosuba* Vol. 8. A lovely lady who looks great in a swimsuit.

### 112 SOPHIE
**Fairly Famous Adventuring Group (2)**

A spear-wielder who joins the devil hunt in *Explosion*, Vol. 3. Regular party members include Rex and Terry.

### 113 STELLA
**Adventurer Saved by Vanir (3)**

Her life is saved on the thirteenth floor of a Dungeon, at a unique branch of Wiz's Magical Item Shoppe in *Konosuba*, Vol. 16.

### 114 TANAKA
**Kazuma's Pseudonym**

After he met Ozuma and his party, Kazuma promptly adopted this pseudonym to keep his identity safe. (They figured it out with in the first day, though.)

years ago, the sea was broken by an explosion Megumin let off. "Do unto others as they do unto you" is her motto, which might be why anyone who tries to hurt Regina only ends up injuring themselves. Since her last follower, Serena, converted to another faith, it's possible Regina has disappeared.

### 103 REX
**Fairly Famous Adventuring Group (1)**

Leader of the awesome party that joins the demon hunt in *Explosion*, Vol. 3. Between his greatsword, Terry's ax, and Sophie's spear, they're a group with brains as well as brawn. They join forces with Megumin and Yunyun to take out Host, but by the time they meet again at the capital city's Adventurers Guild in *Explosion Bonus*, Vol. 2, Megumin has forgotten them completely.

### 104 Dust's Wizard Buddy RIN

A wizard girl. She's only able to use Intermediate Magic, but when Kazuma traded parties with Dust and saw her using appropriate support magic at the right moments, he felt he'd finally gotten to team up with a decent magic-user. She's a pretty confident gal, which caused her to treat Kazuma like a younger kid when they first met. At the same time, it means she knows how to hit back when Dust teases her.

### 105 ROD
**Megumin's Party Member (3)**

A spear-wielder who parties up with Megumin in *Explosion*, Vol. 3. He's suspicious of the newbie who refuses to use her magic.

### 106 ROSALIE
**Wiz's Old Party Member (2)**

An Arch-priest who was in Wiz's party during the latter's adventuring days. Vanir refers to her as a "crazed Eris follower," and her actions do betray a deep faith. She's outgoing, forceful, and always battle-ready, but as fight after fight with Vanir begins to wear her down, she starts trying to convince Wiz that maybe they should give up on him.

### 107 RYZE
**Brother of the Bro/Sis Group**

The first adventurer Megumin partied up with on arriving in Axel. His level is unknown, but he admits he's a novice.

# OTHER MONSTERS
## (ARRANGED ALPHABETICALLY)

tender delicious meat, it's possible to make a profit selling the bodies even though the actual reward for hunting them isn't that much. As such, not vaporizing them is an important consideration.

### 138 CICADAS
**A Pest You Just Can't Leave Alone**

Appears in *Konosuba*, Vol. 8. Cicadas here have the following unique characteristics: (1) they live for a month; (2) their cries are many times louder than those of cicadas in Japan; (3) they make noise even at night. To ensure the professional cicada exterminators can do their jobs safely, a large-scale monster hunt is held in the forest each summer. If one of these dangerous creatures got anywhere near town, it would spoil the summer festival.

### 139 CRYSTAL LIGER
**Was Supposed to Be Extinct**

The second of the monsters Professor Burton is looking for in *Explosion Bonus*, Vol. 2. A catlike creature similar to the Beginner's Bane. Its whole body is covered in a gemstone similar to crystal. If you cut the tail off, it grows back, so the recommended strategy is not to actually kill it but just to cut off a bit for yourself. It loves gemstones, the more expensive the better. When they're national treasures, though, it has a strange habit of eating them (a fact that's been empirically verified).

### 140 DASHING HAWKITE
**A Cross Between a Hawk and a Kite**

Encountered on the way to Arcanletia in *Konosuba* Vol. 4. They're birds but can't fly. Instead, they run at incredible speeds. During mating season, the males demonstrate their courage by a display called "chicken races." They instinctively find extremely hard things and charge them—and Darkness makes a natural target.

### 141 DEADLY POISON SLIME
**What Hans and Cappy Are**

Appears in *Konosuba* Vol. 4 and *Explosion Bonus*, Vol. 2. Even ordinary ones are extremely toxic, which is how they catch their food. Mutations are even stronger.

### 142 DRAGON
**Lesser Dragon**

Turns up on the thirteenth floor of the dungeon beginning adventurers, then attacks them. Smart enough to move its "herd" from place to place so the bait doesn't settle in any one area.

### 131 BLACKFANG
**A Massive Bear Who Lives in the Mountains**

Name appears as the object of a hunt quest in *Konosuba*, Vol. 1. It was a really hard quest, though, so Kazuma gave up on the idea.

### 132 BRATTY MOMONGA
**Marks Its Prey**

Encountered by Eiri's party (specifically, by Megumin) in *Explosion*, Vol. 3. The smell of its markings doesn't go away for a week.

### 133 BRUTAL ALLIGATOR
**Aqua's Trauma**

Appears in *Konosuba*, Vols. 1 and 16. An alligator that loves polluted water and hates clean water. If the water quality in a lake or the like gets bad, a Brutal Alligator might move in, but killing it causes it to spray poison everywhere, failing to actually solve the problem. They generally leave of their own accord if the water quality gets better, so purifying the water is the best tactic. There's a distinct chance of being attacked while attempting to do so, though, so you'd better come prepared.

### 134 CABBAGE
**Vegetables that Fly in Fall**

Better eat them while they're good—that is, before they fly off to who knows where! An urgent quest is issued for them in *Konosuba*, Vol. 1.

### 135 CENTAUR
**Drives Zesta Nuts (!)**

Shows up on the path to the Demon King's castle in *Konosuba*, Vol. 16. Zesta was obsessed with hunting it, but it got away from him.

### 136 CERBERUS
**A Popular Hunt in Winter?**

Located on the tenth floor of the dungeon in *Konosuba*, Vol. 16. Because its pelt always retains warmth, it's prized during winter.

### 137 CHESTNUT RAT
**Loves the Flavors of Fall**

Appears in *Explosion*, Vol. 3. True to its name, it loves to eat chestnuts, and just like a chestnut, this pest's body is covered in thorns. Despite being called rats, this creature is as big as a midsized dog but moves quickly for its size. Said to have

### 124 ADAMANMOISE
**Very, Very Hard Shells**

Appears in *Konosuba*, Vol. 7 and *Explosion Bonus*, Vol. 2, among others. Gigantic snails that appear during the rainy season and consume crops. As such, a pest-control quest is issued for them. Bladed weapons and arrows don't hurt them, so powerful magic is necessary. Their shells make useful components and helped Yunyun make friends with Vanir.

### 125 ALRAUNE
**The Original Leisure Girl?**

Encountered in *Explosion Bonus*, Vol. 2 during the search for the King Toad. A girl is growing among the flowers, she captures prey with her vines, plants seeds in them, and releases them. This doesn't appear to harm the prey in fact, the nutritious sap often gives them more energy than they had before. Such victims don't become a seedbed themselves but rather excrete the seeds after a certain amount of time.

### 126 ANTLION-LIKE MONSTER
**Proper Name Unknown**

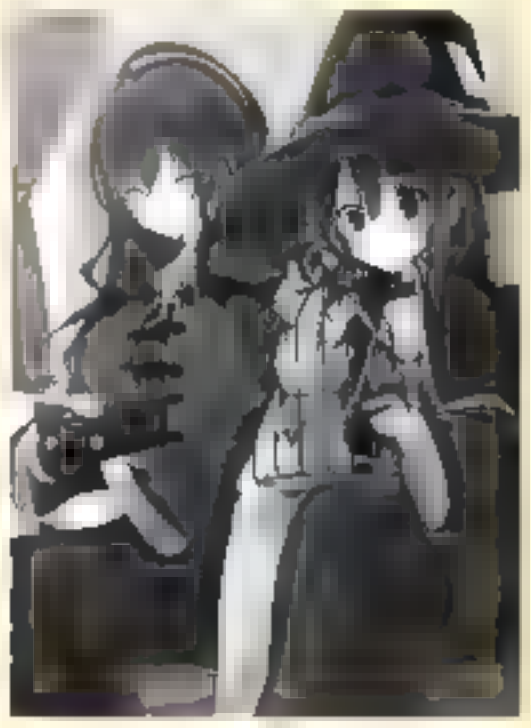
Hides underground and attacks from below. Bites Kazuma clean in half in *Explosion Bonus*, Vol.

### 127 ARCH-DEMON
**True Form of the Demon King's General? (!)**

Comes up in some bar chatter in *Konosuba*, Vol. 1. Offered as a possible identity of the general of the Demon King who recently moved into the abandoned castle.

### 128 BABY RED DRAGON
**Small but Still a Dragon**

Found riding in the carriage to Arcanletia in *Konosuba* Vol. 4. Looks like a lizard the size of a cat but its red eyes are menacing.



### 129 BATTLE GOLEM
**Onboard Destroyer (!)**

Stationed inside Destroyer in *Konosuba*, Vol. 2. Has an angular humanoid shape like an old robot.

### 130 BEGINNER'S BANE
**Arch-Enemy of Novice Adventurers**

A catlike monster said to be a type of liger, this wild beast is bigger than a lion, with dark fur and two long fangs like a saber-toothed tiger. It uses weak monsters regarded as easy marks to lure in

genuinely dangerous. Because of their tendency to attack people and livestock, the Guild puts out a quest whenever goblins show up somewhere they shouldn't be. Reward: 20,000 eris a head. Rin calls them a "cushy job."

### 159 GOLD ANT
**A Profitable Monster?**

Not much is known about them, but in *Explosion Bonus*, Vol. 1, it's said that if your summoning spell brings out one of these or a Duxion, you've hit the jackpot.

### 160 GOLDEN DRAGON
**Its Whole Body Is Loot**

Appears in *Konosuba*, Vol. 10. The most saleable dragon around, eating its meat will cause your level to shoot up, and its blood is a component in skill-up potions. Its horns and scales can be turned into weapons and armor, as well. Kazuma was tasked with getting rid of the one that had taken up residence in Elroad's gold mine and was prepared for an all-out battle, but Iris defeated it with a single hit.

### 161 GOSSAMERS
**Harmless Fluffy Sprites**

Appear in *Konosuba*, Vol. 9. Said to be a subspecies of Snow Sprite: If you bully them, a giant, fluffy sprite will appear and attack you.

### 162 GREEN SLIME
**Droplets from the Branches of Trees**

First appears during the demon hunt in *Explosion*, Vol. 3. Not hard to kill but gross.

### 163 GREMLIN
**Dismissable Low-Level Demon**

Appears in Khiel's Dungeon in *Konosuba*, Vol. 2. Because it was so dark, it was only possible to tell that it was a small humanoid.

### 164 GRIFFIN
**Big, Dangerous Monster**

It has the body of a lion, the head of a eagle, big wings, and it's the size of a small house. In *Konosuba*, Vols. 1 and 11, a quest is put out on it for its long-standing territorial dispute with a mantcore, but no one wants it. The reward for the two of them together is 500,000 eris. In Vol. 10, Prince Levy of Elroad, in a fit of nastiness, uses a griffin as an opponent for Iris.

### 165 HARPY
**Drives Zesta Nuts (2)**

Shows up on the path to the Demon King's castle in *Konosuba*, Vol. 16. Zesta was obsessed with hunting it, but it got away from him.

### 166 HELL NEROID
**Once Kept as a Pet**

Attacks Stella's party on the thirteenth floor of the dungeon in *Konosuba*, Vol. 16. Its horrifying appearance is hard to describe, and it moves awfully quickly for something that crawls on the ground. This particular individual is an escapee from Hell. It was Amaryllis's pet, and its name was Stesky. It bites Vanir on the arm, who immediately kills it for its impertinence.

### 167 HORNED RABBIT
**Same as the One-Punch Rabbit?**

A monster Yunyun and Dodonko are unable to kill in *Explosion*, Vol. 1. It has a cute cry of "kyuu!"

### 168 KING TOAD
**Supernatural Frog**

The first of the monsters Professor Burton is looking for in *Explosion Bonus*, Vol. 2. He claims that it appears during rainstorms, and that if you defeat it, the rainy season will end. The real thing turned out to be the size of a house and to possess startling regenerative abilities. Destroy it with

but once every ten years, it emerges to dry out its shell, heading back home as the sun sets. Said shell is studded with rare minerals, so adventurers flock to it with their pickaxes. The Genbu appears to want this, the relationship is symbiotic.

### 152 GENERAL WINTER
**Leader of the Snow Sprites**

In *Konosuba*, Vol. 2, he appears after the party hunts too many Snow Sprites. The country has put out a bounty on him as a Specially Designated Monster, with a reward of 200 million eris. He wears white samurai-style armor, a samurai-style surcoat, and a full face mask, and carries a katana that exudes cold air. Somebody who came here from Japan appears to have remembered "General Winter" from the weather reports back home and made him come to life.

### 153 GHOST
**Undead for Beginners (1)**

Appear in Kazuma and Aqua's conversation in *Konosuba*, Vol. 10. If you're out to get rid of undead, ghosts are a good place to start.

### 154 GHOUL
**Dangerous Humanoid Undead**

The Guild issues Wiz a hunt quest for this monster in *Detours*. Ghouls are unlikely to appear naturally and are usually the product of necromancy. Even one of them can pose a threat, and they often travel in packs. They also possess paralyzing toxins. In this case, it turned out that humans whose blood had been sucked by vampires had turned into ghouls.

### 155 GIANT BAT
**The Size of an Eagle**

In *Explosion*, Vol. 2, Megumin encounters them on her way to Axel. One of them tries to make off with Chomusuke.

### 156 GIANT EARTHWORM
**Small Fry ...Very Ugly Small Fry**

Benjamin and the others encounter it on their way from Arcanletia to Axel in *Explosion*, Vol. 2. About one meter around and five meters long, it has no eyes, so it locates its targets via sound and vibration. Its body is soft, and its attacks aren't very powerful, but it's hard to kill, making it persistent. The biggest ones can swallow people whole, so watch out.

### 157 GIANT TOAD
**Readers' No. 1 Fave**

The very first monster Kazuma and his friends tried to hunt. It's also appeared several times since then. During the mating season, Giant Toads have been known to swallow goats whole as they grazed in the fields, and even people have gone missing. Physical strikes have trouble getting through its thick fat, but if you take advantage of its aversion to metal, you can have a nice, easy hunt without getting eaten.

### 158 GOBLIN
**Scary for the Average Person**

The object of the quest Kazuma goes on with Taylor's party in *Konosuba*, Vol. 2. They're small and not very powerful individually, but they travel in packs, wield weapons, and move fast, making them

in *Konosuba*, Vol. 16. Its scales can be sold for a premium, and it yields lots of experience points.

### 143 DRAGON ZOMBIE
**Undead Dragon**

Encountered on the way to the fortress in *Konosuba*, Vol. 9. Lacks the breath weapon it had in life, but as it's free from the limits of mortal flesh, its physical attacks are actually more powerful. It isn't quite a skeleton yet, so it makes a nasty squelching sound when it moves, and when it attempts to use its breath weapon, bits of rotting flesh go everywhere. If it gets its jaws on you, you'll smell as pungent as it does.

### 144 [redacted]
**It Ain't Just Beldia**

A headless knight who inspires despair by announcing imminent death. Beldia from *Konosuba*, Vol. 1 is one of them, but they're also sometimes encountered in the wild.

### 145 DUXION
**Tasty...In More Ways than One**

A cute bird-type monster that always carries around a stalk of onion. Rarely seen in the wild, but they're farm-grown in Elroad. The onion has medicinal properties, while the meat is a common ingredient in cooking, shown in *Explosion*, Vol. 1 to yield a lot of experience points. If you can harden your heart enough to wring one's neck ("Kyu!"), you might see your level go up immediately.

### 146 ELDER TREANT
**The Perfect Present?**

A giant tree monster encountered when Megumin is looking for the King Toad in *Explosion Bonus*, Vol. 2. According to Professor Burton, if you boil water over a fire made with its branches and use that water to make tea, it gives the drinker a strange high. Burton suggested this should take it home with her, but Yunyun beat him up to stop him.

### 147 FENRIR
**Lone Wolf, Scourge of the Forest**

Appears in *Konosuba*, Vol. 14. A large wolf with blue eyes and silver fur. An advanced form of the White Wolf, it can easily annihilate even veteran adventuring parties.

### 148 FIRE DRAKE
**Big Lizard that Breathes Fire**

They have red scales and a literal tongue of flame. They're weak to cold, so ice magic can slow them down. In *Konosuba*, Vol. 4, the butcher claims to hunt them all by himself. In *Explosion*, Vol. 1, it's revealed that their livers are an ingredient in a very difficult-to-make potion for curing illness. In *Explosion*, Vol. 2, Megumin and Yunyun are attacked by one.

### 149 FROG KILLER
**Very Dangerous to Humans**

A giant snake who lives in the deep woods or by lakes. When there get to be too many frogs on the plains around Axel, these creatures appear and eat them; the two are natural enemies. The problem is, the snakes will eat humans as well as frogs. Because these snakes can constrict even an intermediate-level adventurer tightly enough to break all their bones, around Axel, people are advised to run if they see one.

### 150 GELATINOUS SLIME
**Definitely Do Not Eat!**

A mysterious Slime that plays a prominent role in the *Explosion Bonus* series. Cecily uses magical means to create a subspecies.

### 151 GENBU
**God Beast Called a "Treasure Island"**

A turtle the size of the Tokyo Dome that shows up in *Konosuba*, Vol. 13. Normally lives underground,

### 186 NEROID
**Make for a Fizzy Drink**

A strange life-form that hides in back alleys going "nyaa," but also fizzes going down when you drink it. So weak even children can hunt it, but in Konosuba, Vol. 11, some Neroids work Aqua over and send her home crying. Allegedly, if you poke a wild Neroid in the butt, it will cry "nyaa" in a voice one octave higher than normal (says a certain neighborhood nobody), but the truth of this claim hasn't been ascertained.

### 187 NIGHTMARE
**A Monster that Brings Bad Dreams**

Name comes up as a suspect in a case of bad dreams in *Detours*. It's a type of lesser demon, so it feeds on bad vibes.

### 188 OGRE
**Three Meters Tall**

Appears on floor five of the dungeon in *Konosuba*, Vol. 16. Kazuma used it for power leveling.

### 189 OGRE LORD
**True Form of the Demon King's General? (2)**

Comes up in some bar chatter in *Konosuba*, Vol. 1. Offered as a possible identity of the general of the Demon King who recently moved into the abandoned castle.

### 190 OGRE ZOMBIE
**Undead Ogre**

Appears in the chapter of *Consultation* concerning Wiz's past. Lives in the dungeon where Vanir resides and gives Wiz and her party no end of trouble.

### 191 ONE-PUNCH BEAR
**They've Got One Very Dangerous Attack**

Bears who unleash powerful attacks with their massive forelegs. Targeted by quests when they awake from winter hibernation and start eating crops. In *Konosuba*, Vol. 2, the reward was two million eris for killing one and five-hundred thousand for driving them away. Bukkoroll hunts them in *Explosion*, Vol. 1 because their livers are highly valuable. Megumin wasn't able to handle the bears then, but in *Detours*, she blows away more than ten of them.

### 192 ONE-PUNCH RABBIT
**AKA "Lovely Rabbit"**

Appears in *Explosion*, Vol. 3. Such a dangerous monster that Guild employees feel compelled to warn people not to let down their guard despite its adorable looks. The moist, red eyes, the way it waddles along, the sweet cry, and the way it so obviously just desperately wants to be your friend all conspire to draw you in... but it's got a big horn in the middle of its forehead, and this thing's carnivorous! A pack of them will skewer their prey almost before you can blink, after which they'll all (adorably) tear it to pieces.

### 193 OGRE
**Lives near Crimson Magic Village**

Appears in *Konosuba*, Vol. 5. Has dark-red skin, pointy ears, and a single horn growing from its forehead. It's just a wannabe that doesn't even

### 177 MAGIC EATER
**A Fairy-Type Monster Who Eats Magic**

Appears in *Explosion Bonus*, Vol. 2. Drawn to powerful magic and potent magic items, they appear as lights that float in the sky. They absorb most magical attacks, so when mages fight them, the most practical thing is to use Light of Saber or else Explosion. Some claim that a weapon imbued with magic can damage them as well.

### 178 MAGICALLY AUGMENTED SLIME
**A Man-Made Mutation**

Can refer to any artificially altered Slime but can also refer to one specific individual. Darkness thinks of the name in *Konosuba*, Vol. 12 based on the hint "the enemy of women." Seems like it must refer to that Slime that melts your clothes off. In *Explosion Bonus*, Vol. 1, Cecily uses this expression to refer to a gelatinous slime with artificially increased vitality.

### 179 MANTICORE
**Created with Hybridizing Magic**

A magical creature engaged in a territorial dispute with a griffin in *Konosuba*, Vols. 1 and 11. Has a lion's body and a human's head, along with a scorpion's tail and the wings of a bat. Intelligent enough to speak human language. The manticore living near Axel had a slangy style of speech and a penchant for sexual harassment. It was a male who showed a distinct interest in Kazuma—but in fact it was part of a pair with the female hiding and waiting for the right moment.

### 180 MEDICALLY USEFUL SLIME
**Maybe Not Such a Bad Slime?**

Name is mentioned during a consultation in *Consultation*. Exact use is so far unknown.

### 181 MID-SIZED GOLEM
**Onboard Destroyer (2)**

Stationed inside Destroyer in *Konosuba*, Vol. 2. Shoots down incoming ranged attacks with a small ballista.

### 182 MIMIC-TYPE MONSTERS
**A New Species that Imitates Trees**

In *Explosion Bonus*, Vol. 2, Professor Burton categorizes these as a new kind of plant-type monster. Since some fruit Aqua was munching on tried to kill her with its tendrils, it can be deduced that the fruit was part of a monster. Megumin proposes the name Parthenocissus Aqua ("the Aqua vine"), about which Professor Burton is extremely excited, but Aqua shows every intention of opposing the classification with all her might.

### 183 MINOTAUR
**Cow-Headed Giant**

Found in the "monster house" on the eighteenth floor of the dungeon in *Konosuba*, Vol. 16. There are so many of them that even Wiz and Vanir have their work cut out for them.

### 184 MOBILE FORTRESS DESTROYER
**Fast-Moving Catastrophe**

A gigantic golem first developed by the magically advanced Kingdom of Noise as a weapon to fight the Demon King. Now, however, it's out of control and causing destruction everywhere it goes. The reason for this rampage was some carelessness on the part of its builder. Destroying it is considered to be impossible: towns in its path are simply abandoned, then rebuilt after it has gone by.

### 185 MONKEY
**Crop-Eating Pest (1)**

Appears in *Konosuba*, Vol. 7. Tried to use the confusion caused by the horde of Adamanmoise to get at some crops, but they were promptly defeated.

Explosion and you're guaranteed to get covered in slime. Happily, the party was able to defeat it, but it's hard to say if the weather improved the next day.

### 169 KOBOLD
**Eyes on Your Surroundings!**

In *Konosuba*, Vol. 4, Megumin happens to blow up some kobolds as a way of letting off steam. Like goblins, they're easy money for adventurers, but because they're sometimes traveling with a Beginner's Bane, you have to be careful. Let your guard down, and the hunter can become the hunted in an instant.

### 170 KOWLOON HYDRA
**Giant Bounty Head**

A creature that looks like the monster Orochi from Japanese myth. It was hunted in *Konosuba*, Vol. 7. Once it uses up the MP stored in its body, it goes to sleep at the bottom of a lake and spends the next ten years or so storing up magical energy before reawakening. Cut off one of its heads, and it regenerates magically; exhaust its MP, and it runs back to the lake, making it a hard monster to finish off. The adventurers of Axel finally managed it (somehow) by working together in a pitched battle.

### 171 LAMIA
**Drives Zesta Nuts (3)**

Shows up on the path to the Demon King's castle in *Konosuba*, Vol. 16. Zesta was obsessed with hunting it, but it got away from him.

### 172 LESSER WYVERN
**Makes Its Nest in the Mountains**

Name appears in *Konosuba*, Vol. 8. One of the hunt quests offered to help get rid of the monsters ahead of Axel's summer festival.

### 173 LICH
**King of the Undead**

The so-called "No-Life King," the product of a great mage using the innermost secrets of magic to abandon their own body.

### 174 Real Name Unknown LIZARD

A monster Arue defeats in *Explosion*, Vol. 1. It was frozen in ice from the neck down, and "squeaked" when it expired.

### 175 LIZARD RUNNER
**Bipedal Herbivorous Lizard**

Appears in *Konosuba*, Vol. 4. Normally docile, but when the "Princess Runners" show up during mating season, these things get dangerous. They challenge anything they can find on land to a race, and the Runner that wins the most races becomes the "King Runner" and gets to mate with the females. Because they have a nasty habit of kicking their chosen foes, though, being on the receiving end of one of their challenges can mean broken bones at best.

### 176 MAD BOMBER MOGUNINNIN
**Robot Who Uses Explosion Magic**

Appears in *Konosuba*, Vols. 4 and 16. A bipedal ninja robot who can speak human language and has a single glowing red eye. It attacks anyone it sees who isn't a member of the Crimson Magic Clan and also lets off explosions in the middle of the night for no reason at all. Was formerly in the mysterious facility in Crimson Magic Village but now wanders the forest nearby. If you try to fight it, you'll discover that it's very fast, and its hand-to-hand skills make it a formidable foe.

"deepest dungeon on the continent" in *Konosuba*, Vol. 6. He claims to be the true ancestor of the vampires and to have lived for more than a thousand years, but Vanir treats him like a fledgling, he's given the evil eye by a Lich, and before long he raises the white flag and apologizes for being "a mere maggot of a vampire." He gets away with his life but not his loot.

### 210 VANIR DOLL
**Don't Make It Mad**

Dolls Vanir makes of himself in *Konosuba*, Vol. 3, they appear as a mysterious monster that starts pouring out of Khiel's Dungeon, and afterward they become available at the magical item shop. They have a very dangerous habit of blowing up if they take damage—and if they don't take damage, they grab onto anything that moves nearby...and blow up.

### 211 WEREWOLF
**Drives Zesta Nuts (4)**

Shows up on the path to the Demon King's castle in *Konosuba*, Vol. 16. Zesta was obsessed with hunting it, but it got away from him.

### 212 WHITE WOLF
**Attack Farms in Packs**

They hunt in packs, and during winter a group of them can take down a One-Punch Bear, thus restoring the balance of nature. They sometimes attack farms as well. In a hunt quest in *Konosuba*, Vol. 2, an entire pack was worth a reward of one million eris. In *Detours*, one pack comes to town after Ozuma and his party overhunt One-Punch Bears, but Kazuma and his group get rid of them.

### 213 WHITE WOLF
**A Pet, Not an Enemy**

Name appears in a quest that comes to the Guild in *Konosuba*, Vol. 1. Any connection with the monster the white wolf, is unclear.

### 214 WILD BOAR
**Crop-Eating Pest (2)**

Appears in *Konosuba*, Vol. 7. Its powerful charge sent Dust flying even though he was holding his shield.

### 215 WYVERN
**Huge and Fierce**

Appears in *Explosion Bonus*, Vol. 2, among others. Not as powerful as a pure-blooded dragon, but it has a very poisonous tail for hunting prey.

### 216 ZOMBIE
**Extremely Major Undead**

Seen on the way to Arcanletia in *Konosuba*, Vol. 4. Very likely drawn to Aqua personally.

### 217 ZOMBIE MAKER
**Evil Spirit That Controls Zombies**

Object of a hunt quest in *Konosuba*, Vol. 1. It takes up residence in an appealing corpse and can control several zombies.

get anywhere near a Treasure Island. The tacit understanding is that if anyone stumbles upon one, they're on their own, but at Kazuma's urging Aqua and Vanir destroyed several with almost no effort.

### 200 ROPER
**Speaking of the Enemy of Women**

The other monster Darkness thinks of when she hears the expression "enemy of women" in *Konosuba*, Vol. 12. Maybe it's the tentacles?

### 201 SCALEOSAURUS
**King Toad Bait**

Encountered while searching for the King Toad in *Explosion Bonus*, Vol. 2. Ice magic does no damage to it, but it does cause the creature's scales to turn blue. If you defeat it in this state, you can harvest the blue scales, which are worth twice as much as normal. The reason the scales change color is because the monster absorbs the magic and alters its own power to match (at least according to Professor Burton).

### 202 SKELETONS
**Undead for Beginners (2)**

Appear in Kazuma and Aqua's conversation in *Konosuba*, Vol. 10. If you're out to get rid of undead, skeletons are a good place to start.

### 203 SLIME
**An Enemy Unsuited to Megumin**

General term for all enemies of the Slime family as well as for one specific type. In *Explosion*, Vol. 3, Megumin joins Ein's party on a hunt for these creatures, which won't stop unless you destroy the core in the center of their bodies. The melee combatants can sometimes handle them, but they resist physical attacks, so magic is more efficient.

### 204 SNOW SPRITES
**So Cute You Just Wanna Take 'Em Home with You**

Object of a hunt quest in *Konosuba*, Vol. 2. They're white, fluffy balls, and it's said that for each one you kill, spring comes half a day sooner. The reward is 100,000 eris each. They're extremely weak and dissipate the moment you slice them up, but because they're quick, they're difficult to hit. And if you overdo it, there's always the chance General Winter will show up for some revenge.

### 205 SNOWBIRD RABBIT
**More Advanced Prey?**

In *Detours*, this is what the frog-meat-hating Megumin wants to eat. She's told that such creatures don't live around the starter town of Axel, so we can guess they're found in intermediate-level hunting grounds at least.

### 206 TENTACLE BEETLE
**A Bug with the Hots for Aqua**

A massive stag beetle that appears in *Explosion Bonus*, Vol. 2. Likes to nibble on those it cares for as an expression of its affection.

### 207 UNDEAD KNIGHT
**Largely Resistant to Physical Attacks**

Mentioned in a conversation between Megumin and Kazuma in *Konosuba*, Vol. 1. Apparently, Beldia's castle is full of these.

### 208 VAMPIRE
**The Name Comes Up a Lot, Anyway**

Mentioned in *Konosuba*, Vol. 1. *Konosuba*, Vol. 10, and *Detours* as a major undead. Some are treated like boss creatures.

### 209 VAMPIRE ANCESTOR
**The Boss You Feel Bad For**

Boss found on level twenty of the so-called

count as a real lesser demon.

### 194 ORC MALES
**Long Thought Extinct**

Appear in *Konosuba*, Vol. 12. Count Zeeleschilt tries to make them fight Darkness in his underground arena. Darkness, who had heard male orcs were extinct, is very excited to face them, but for some reason, the orcs are afraid of her. Chances are they were traumatized by female orcs in their youth, although you couldn't blame Count Zeeleschilt for not knowing that.

### 195 ORC SOLDIER
**Appears in a Board Game**

One of the pieces in the chess-like game that Aqua and the others enjoy playing. Has not appeared as a real monster.

### 196 PARALYZE SLIME
**The One that Melts Your Clothes Off**

Found in the forest around Crimson Magic Village in *Konosuba*, Vol. 14. These monsters paralyze their prey and slowly dissolve them by wrapping them in the Slime's weakly acidic body. Victims are normally dissolved equipment and all, but Darkness proposes that her equipment would melt first. She wanders around trying to bait the creature, but it's destroyed before she gets to find out, so we may never know the truth.

### 197 POWERFUL MESSENGER
**AKA "The Creeping Chaos"**

A mysterious monster with a large bounty on its head who appears in *Detours*. The hunt quest includes a detailed illustration of a humanoid monster with an octopus-like face and tentacles, but the real thing turns out to look a lot more dangerous than that. Obviously something you don't want to get involved with. Like General Winter, it looks like something from a Japanese person's imagination come to life.

### 198 PSEUDO-DUNGEON
**Hope You Have the Sense Foe Sk**

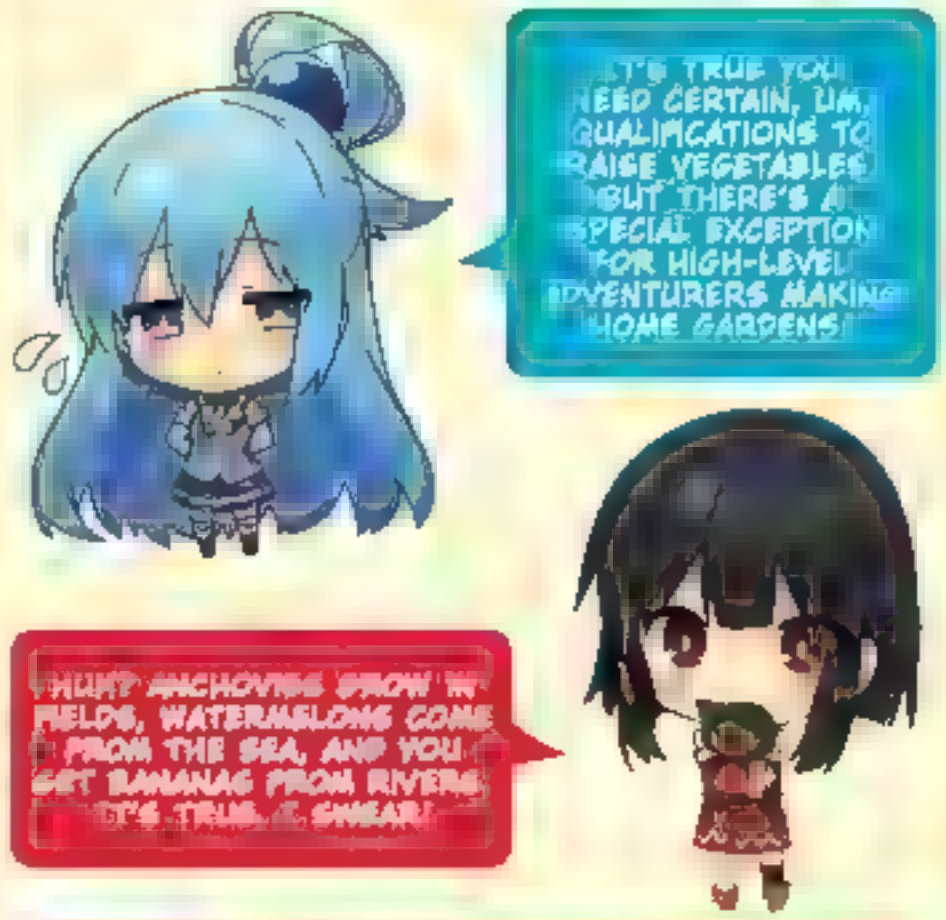
Encountered in Khiel's Dungeon in *Konosuba*, Vol. 2. It can't move around, but it can make part of its body look like a treasure chest or money and will eat anyone taken in by its ruse. The way the walls and floors flex inward as it swallows its frozen prey is deeply unsettling. Sometimes, instead of imitating loot, it pretends to be a human to attract unwary monsters.

### 199 ROCK MIMIC
**A Monster Who Impersonates a Mineral**

Lives on the back of the Genbu in *Konosuba*, Vol. 3. They look like octopuses, and they're why your average battle-unready civil engineer doesn't

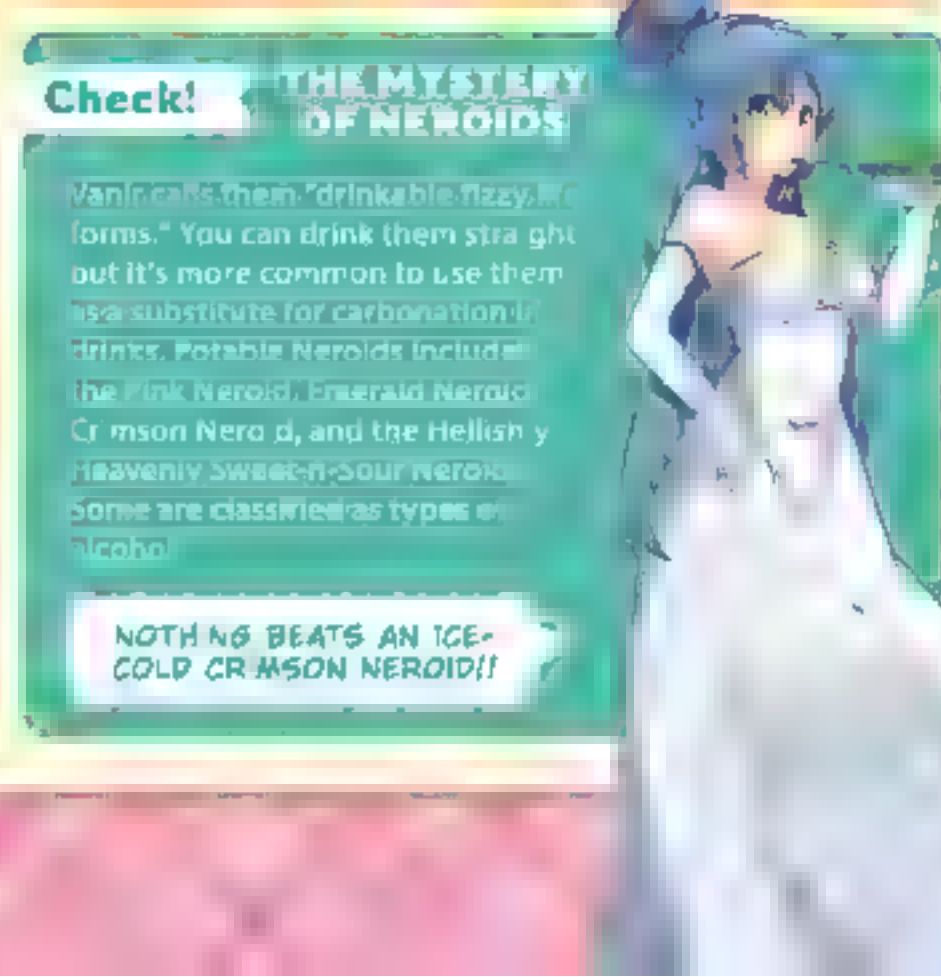
## OTHER-WORLD FOODS

Most (usually all) meat from monsters, vegetables can be expected to attack you... and none of it seems to make any sense! Ordinary ingredients do exist, but here we're going to look at some of the stranger stuff that could wind up on your plate!


IT'S TRUE YOU NEED CERTAIN, UM, QUALIFICATIONS TO RAISE VEGETABLES BUT THERE'S A SPECIAL EXCEPTION FOR HIGH-LEVEL ADVENTURERS MAKING HOME GARDENS!
HUH? ANCHOVIES GROW IN FIELDS, WATERMELONS COME FROM THE SEA, AND YOU GET BANANAS FROM RIVERS IT'S TRUE, I SWEAR!

## NOTABLE EDIBLES

| | |
|---|---|
| [illegible] | Grown in fields. Scatter the seeds and their eyes come out |
| [illegible] | High Attack power |
| [illegible] | Gelatinous slime, augmented and then powdered |
| [illegible] | Gets all excited during storms |
| [illegible] | Comes from rivers |
| [illegible] | Hops and dances |
| [illegible] | Goes out to pick fights over territory |
| [illegible] | Flies come fall. Turns nasty in winter |
| [illegible] | AKA "mini-lobster" |
| [illegible] | Consume to raise stats and XP |
| [illegible] | A bit tough, but has a light, crunchy flavor |
| [illegible] | Plant them in fall, give them a good massage to help them grow |
| [illegible] | Makes good bacon |
| [illegible] | Flies among the cabbages |
| [illegible] | Screams when harvested. Runs away when you attempt to cook it |
| [illegible] | Gets all excited during storms |
| [illegible] | Plant them in fall, give them a good massage to help them grow |
| [illegible] | Unexpectedly attack during cooking |
| [illegible] | Extremely poisonous, extremely delicious |
| [illegible] | Fight 'em or eat 'em |
| [illegible] | Plant them in fall, give them a good massage to help them grow |
| [illegible] | Makes a delicious patty |
| [illegible] | Luxury ingredient |
| [illegible] | Plant it in fall, give it a good massage to help it grow |
| [illegible] | Stabs would-be harvesters in the butt |
| [illegible] | Difficult to grow |
| [illegible] | Comes from the sea |
| [illegible] | Bursting with energy when ripe |


Check!
THE MYSTERY OF NEROIDS
Vanir calls them "drinkable fizzy [illegible] forms." You can drink them straight but it's more common to use them as a substitute for carbonation in drinks. Potable Neroids include the Pink Neroid, Emerald Neroid, Crimson Neroid, and the Hellishly Heavenly Sweet-n-Sour Neroid. Some are classified as types of alcohol.
NOTHING BEATS AN ICE-COLD CRIMSON NEROID!!

# STORY OUTLINE

## The Whole Story in Chronological Order!

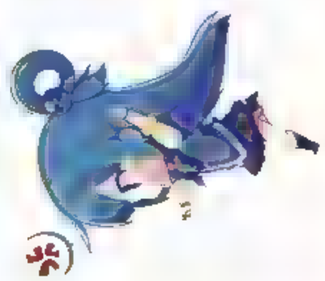
# Konosuba Timeline

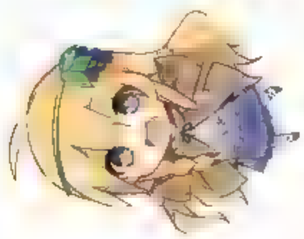
This timeline stretches back even further than Kazuma's arrival in Axel, and follows his party's adventures all the way to the end of Volume 16! In addition to the main story of Konosuba, it also lays out connections with the side stories!

| MAIN EVENTS | KAZUMA & CO.'S RESOURCES/SKILLS/OTHER STUFF | LINKS TO *LIMELIGHT* |
|---|---|---|
| **10 YEARS AGO** | | |
| ◆ **Wiz's adventuring days** (*Consultation*)<br>Wiz, who wants to destroy the Demon King, and Vanir, who's one of his generals, are enemies | | |
| ◆ **Wiz becomes a Lich** (*Consultation*)<br>Wiz and Vanir make their contract | | |
| **7 YEARS AGO** | | |
| ◆ **Megumin undoes Wolbach's seal** (*Explosion*, Vol. 1)<br>"Shadow" is released at the same time, but turns violent, so Wolbach seals her back up | **Megumin:** Learns Explosion from Wolbach | |
| **1 YEAR AGO** | | |
| ◆ **Komekko meets Host** (*Explosion*, Vol. 1) | | |
| ◆ **Komekko undoes "Shadow's" seal** (*Explosion*, Vol. 1) | | |
| ◆ **Mitsurugi visits Crimson Magic Village** (*Explosion*, Vols. 1 & 2) | | |
| ◆ **"Shadow" kidnapped by monsters** (*Explosion*, Vol. 1)<br>Yunyun learns Intermediate Magic to rescue her | **Megumin:** Becomes able to use Explosion | |
| ◆ **Megumin and Yunyun graduate from school in Crimson Magic Village** (*Explosion*, Vol. 1)<br>Megumin is "between jobs" (read: a total NEET) while Yunyun joins the community watch. | | |
| ◆ **"Shadow" becomes Chomusuke** (*Explosion*, Vol. 1) | **Megumin:** Formally makes Chomusuke her familiar | |
| ◆ **Arnes comes looking for Chomusuke** (*Explosion*, Vol. 2)<br>The villagers chase her out | **Megumin:** Collects the 300,000 eris Arnes leaves behind | |
| ◆ **Megumin's good-bye party** (*Explosion*, Vol. 2) | **Megumin:** Receives a robe, cape, and hat from Yunyun, a staff from Funifura and Dodonko, and an eyepatch from Arue | |
| ◆ **Megumin goes to Arcanletia** (*Explosion*, Vol. 2)<br>She enjoys the hospitality of the Axis Church, meets Zesta and Cecily | | |
| ◆ **Arnes appears in Arcanletia** (*Explosion*, Vol. 2)<br>Zesta and Cecily chase her out. | **Megumin:** Rewarded for helping with conversions | |
| ◆ **Megumin and Yunyun leave for Axel** (*Explosion*, Vol. 2) | | |
| **KONOSUBA STARTS** | | |
| ◆ **Kazuma dies of shock and is reincarnated in the other world** (*Konosuba*, Vol. 1) | **Kazuma:** Equips a jogging suit<br>**Aqua:** Got 3,000 eris for Megumin from an Eris follower | |
| ◆ **Megumin defeats Arnes** (*Explosion*, Vol. 2)<br>Right when Kazuma and Aqua are landing in Axel. | | |
| ◆ **Kazuma and Aqua live in the stables** (*Konosuba*, Vol. 1)<br>They do construction work and other part-time jobs to support themselves | | |
| ◆ **Megumin and Yunyun live at the inn** (*Explosion*, Vol. 3) | | |
| ◆ **Rumors spread that Beldia has set out from the Demon King's castle** (*Explosion*, Vol. 3) | **Aqua:** Comes up with a ploy that gets her 10,000 eris | |
| ◆ **Host attacks in the forest near Axel** (*Explosion*, Vol. 3)<br>He's been searching for Wolbach; now he tries to get his hands on Chomusuke. | | |
| ◆ **Megumin finishes off Host** (*Explosion*, Vol. 3)<br>With his remaining lives decimated, Host is released from his contract with Wolbach and becomes a free agent. | | |
| **ABOUT 2 WEEKS LATER** | | |
| ◆ **Kazuma and Aqua fight their first Giant Toad** (*Konosuba*, Vol. 1) | **Kazuma:** Buys a short sword<br>**Kazuma, Aqua:** 5,000 eris reward for frog hunt | |
| **SPRING?** | | |
| ◆ **Megumin joins the party, and they all fight Giant Toads together** (*Konosuba*, Vol. 1) | **All Three:** 10,000 eris reward between them for frog hunt<br>**Kazuma:** Makes Level 4 | |
| ◆ **They meet Darkness and Chris** (*Konosuba*, Vol. 1) | **Kazuma:** Learns Sense Foe, Ambush, and Steal from Chris | |
| **SPRING?** | | |
| ◆ **Cabbage attack. Darkness joins the party** (*Konosuba*, Vol. 1)<br>Cabbages are worth 10,000 eris a head. Lettuce doesn't count. | **Kazuma:** Makes more than 1,000,000 eris in cabbage rewards; learns One-Handed Sword and Basic Magic<br>**Aqua:** 50,000 eris in cabbage rewards | |

**WHAT'S *LIMELIGHT*?**

As many fans probably already know, the title refers to the spinoff series *The Idiot Wants Me to Romance Him*, the *Limelight* side story written by Haruhuma and illustrated by Hagure Yuuki, the novel series currently stands as Kazuma's rival, but along with his party members Yunyun, Chris, and a whole cast of others, it connects to the main series in all kinds of interesting ways—revealing new sides to stories you thought you knew!



| MAIN EVENTS | KAZUMA & CO.'S RESOURCES/SKILLS/OTHER STUFF | LINKS TO *LIMELIGHT* |
|---|---|---|
| ◆ **Everyone gets their equipment in order** (*Konosuba*, Vol. 1)<br>Kazuma does this after the cabbage hunt; Darkness and Megumin do it after the quest at the communal graveyard | **Kazuma:** Acquires leather breastplate, metal gauntlets, metal greaves<br>**Darkness:** Strengthens armor<br>**Megumin:** Upgrades to a magnificent staff | |
| ◆ **They meet Wiz** (*Konosuba*, Vol. 1)<br>They go to the communal graveyard on a hunt quest for the Zombie Maker | | |
| ◆ **An enraged Beldia comes to Axel** (*Konosuba*, Vol. 1)<br>He pronounces a curse of death on Darkness, but Aqua promptly dispels it | | |
| ◆ **The lake-purification quest** (*Konosuba*, Vol. 1)<br>The cage that even a monster couldn't break is destroyed by Mitsurugi | **Aqua:** Receives reward of 300,000 eris, reimbursement for cage—200,000 eris, payment demanded from Mitsurugi—300,000 eris | |
| ◆ **Kazuma steals Mitsurugi's enchanted sword** (*Konosuba*, Vol. 1)<br>It's called Gram, and he sells it to a shop. | | ★ **Dust finds the pawned magic sword** (*Limelight*, Vol. 1)<br>He buys it then sells it back to Mitsurugi at a criminal price |
| ◆ **One week later, Beldia returns to Axel** (*Konosuba*, Vol. 1)<br>The adventurers band together to defeat him. Aqua deals the first blow with her purification magic but only after inundating the town with a magical flood | **All Four:** Reward for defeating the Duke Dullahan—300,000,000 eris, payment demanded for destroying the town—340,000 eris | |
| ◆ **Megumin becomes fixated on the "Demon King's blood"** (*Detours*) | | |
| **WINTER** ◆ **Snow Sprite hunt** (*Konosuba*, Vol. 2) | **All Four:** 12 Sprites hunted for a total reward of 1,200,000 eris | |
| ◆ **Kazuma and Dust trade parties** (*Konosuba*, Vol. 2)<br>Kazuma goes on a goblin hunt with Taylor, Rin, and Keith. | **Kazuma:** Learns Second Sight from Keith | ★ **Trades parties with Kazuma** (*Limelight*, Vol. 1)<br>Dust goes on a goblin hunt with Aqua, Darkness, and Megumin. |
| ◆ **Khiel exorcised in Khiel's Dungeon** (*Konosuba*, Vol. 2) | | |
| ◆ **Evil spirit exorcised from haunted mansion** (*Konosuba*, Vol. 2)<br>The party then occupies the mansion on the condition that they'll take care of the tombstone there | **Kazuma:** Learns Drain Touch from Wiz | |
| ◆ **They face a vampire with Wiz** (*Detours*) | | |
| ◆ **Kazuma takes advantage of the succubus shop** (*Konosuba*, Vol. 2) | **Kazuma:** Pays 5,000 eris for the privilege | |
| ◆ **Ghost exorcised from Tranzam residence** (*Detours*) | | |
| ◆ **Destroyer attacks Axel** (*Konosuba*, Vol. 2)<br>The adventurers band together to fight it, but the governor's mansion is damaged | | |
| **WINTER** ◆ **Kazuma is arrested** (*Konosuba*, Vol. 3)<br>It looks bad for him when he's put on trial, but he's released when Darkness intervenes. | | |
| ◆ **Yunyun and Chomusuke reunite with Megumin** (*Konosuba*, Vol. 3)<br>Yunyun comes to the rescue when a frog hunt goes terribly wrong. | **Kazuma:** Gets a bow from Keith and learns the Deadeye skill<br>**Megumin:** Gets magnificent as a reward for winning her duel | |
| ◆ **Megumin suspected of Explosion-related crimes** (*Detours*) | | |
| ◆ **Darkness meets a potential suitor** (*Konosuba*, Vol. 3)<br>The truth about her name and family come out | | |
| ◆ **They meet Vanir in Khiel's Dungeon** (*Konosuba*, Vol. 3)<br>They cut down his remaining lives, and he retires as a general of the Demon King. | **Kazuma:** Gets 40,000,000 eris for his troubles (reward money less compensation for damages)<br>**Darkness:** Gifted a full set of the best armor money can buy | |
| ◆ **Vanir's activities staked out** (*Detours*) | | |
| ◆ **Encounter with "the creeping chaos"** (*Detours*)<br>Darkness is put under a curse of weakness | | |
| **SPRING** (ABOUT A YEAR) ◆ **Lizard Runner hunt attempted** (*Konosuba*, Vol. 4)<br>Kazuma falls from a tree, dies for the second time in the other world (third total). | **Kazuma:** Learns Smith skill, gains Churchumaru |  |
| ◆ **Visit to Arcanletia** (*Konosuba*, Vol. 4)<br>Something funny happens at the hot springs, and it's pinned on Kazuma. | | |
| ◆ **Demon King's general Hans defeated** (*Konosuba*, Vol. 4)<br>Aqua gets a little too into it and accidentally purifies all of Arcanletia's baths. | **All Four:** Reward for Hans exactly equals damages for hot springs | |
| ◆ **Doppelgänger party appears in Axel** (*Konosuba*, Vol. 4) | | |
| ◆ **Kazuma defeats the Leisure Girl** (*Konosuba*, Vol. 5) | | ★ **Dust hunts the Leisure Girl** (*Limelight*, Vol. 3)<br>He's accompanied by Yunyun and a succubus. Vanir turns out to be the quest-giver |
| ◆ **Encounter with the horde of orcs** (*Konosuba*, Vol. 5) | | |
| **SPRING** ◆ **Visit to Crimson Magic Village** (*Konosuba*, Vol. 5)<br>Truth about the Crimson Magic Clan becomes clear | **Megumin:** Goes into debt to buy a robe<br>**Darkness:** Orders trendy armor | |
| ◆ **Demon King's general Sylvia defeated** (*Konosuba*, Vol. 5)<br>It was Komekko who pulled the trigger on Railgun (Temp Name). | **All Four:** Receives reward of 300,000,000 eris | |

| MAIN EVENTS | KAZUMA & CO.'S RECORDS/SKILLS/OTHER STUFF | LINKS TO *LIMELIGHT* |
|---|---|---|

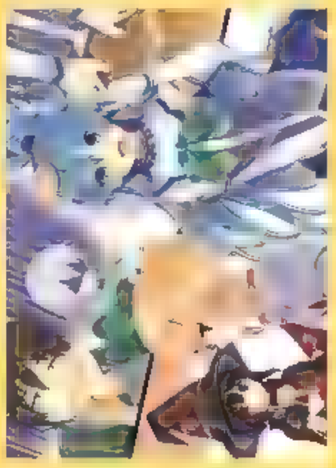
- **Audience with Iris at the Dustiness residence** (*Konosuba*, Vol. 6)
- **Kazuma abducted to the capital** (*Konosuba*, Vol. 6)
- **Demon King's army attacks the capital** (*Konosuba*, Vol. 6)
  Kazuma is beaten to death by a pack of kobolds, dies for the third time in the other world (fourth total)
- **Chris and Kazuma form the Silver-Haired Thief Gang** (*Konosuba*, Vol. 6)
  They're secretly engaged in the dangerous business of retrieving divine items
- **Battle(s) with the Kowloon Hydra** (*Konosuba*, Vol. 7)
  First time around, Kazuma gets eaten and dies for the fourth time in the other world (fifth total). But they swing it in round two.
- **Adamanmoise hunt** (*Konosuba*, Vol. 7)
  Darkness is missing, so Kazuma, Megumin, and Dust go together.
- **Darkness breaks off her engagement to Alderp** (*Konosuba*, Vol. 7)
  Kazuma cuts a deal with Vanir that makes 2,000,000,000 eris, pays off Darkness's debt on the spot.
- **Alderp is dragged to hell** (*Konosuba*, Vol. 7)
  Chris retrieves the divine item he had.

**All Four:** Receive 100,000,000-eris reward

**Kazuma, Megumin:** Receive 5,000 eris each after damages deducted

**Kazuma:** Accumulates 2,000,000,000 eris the value of his intellectual property in Iolo also the amount of the debt he repays

★ Dust takes part in the Kowloon Hydra hunt (*Limelight*, Vol. 2)
Dies during the battle, but Aqua brings him back to life



**SUMMER**

- **Chris's true identity revealed** (*Konosuba*, Vol. 8)
  She begs Kazuma to help her get back the holy armor Aigis
- **Emperor Zel hatches** (*Konosuba*, Vol. 8)
- **Cecily and Megumin reunited** (*Konosuba*, Vol. 8)
  She's become the head of the Axis Church in Axel
- **Aigis found, but flees** (*Konosuba*, Vol. 8)
- **Megumin forms a Thief Gang of her own** (*Explosion Bonus*, Vol. 1)
  A sub-group of the Silver-Haired Thief Gang (Masked Thief Gang)
  Members include Yunyun and Illis (read: Iris), and later Cecily and Chris.
- **Eris/Aqua Appreciation Festivals** (*Konosuba*, Vol. 8)
  A beauty pageant lures out Aigis, who's convinced to come along quietly.

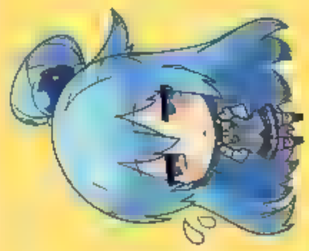
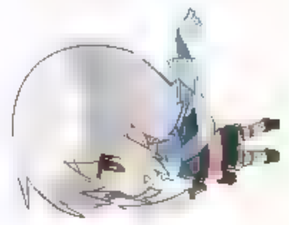
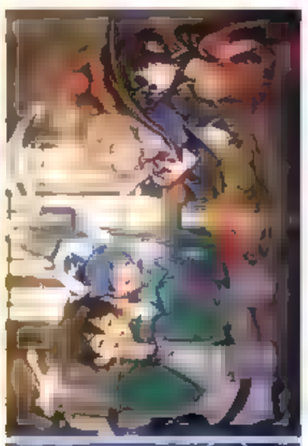
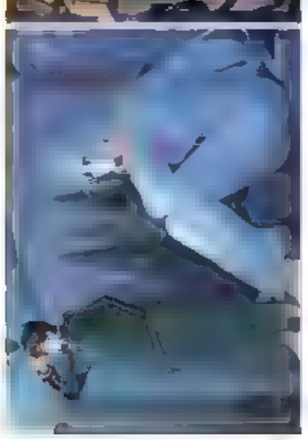
- **Kazuma's birthday** (*Konosuba*, Vol. 8)
  Corresponds to the last day of the Goddess Appreciation Festival. He turns seventeen.
- **Vanir opens his consultation service** (*Consultation*)
  He meets Dust, Yunyun, and Iris.
- **The party heads for the fortress near the capital** (*Konosuba*, Vol. 9)
  Megumin reveals Chomusuke's true identity.
- **Kazuma and Megumin reunite with Wolbach** (*Konosuba*, Vol. 9)
  The Dark Goddess gets into a spat with Aqua (who, you might recall, is a goddess herself).
- **Demon King's general Wolbach defeated** (*Konosuba*, Vol. 9)
  Wiped out by Megumin's Explosion. They don't know it, but she seems to have merged with Chomusuke.
- **Party sets out for Elroad with Iris** (*Konosuba*, Vol. 10)
  She hopes to convince her fiancé, Levy, to continue financial support to Belzerg. Kazuma and the others are along for the ride.
- **Iris becomes the Dragonslayer** (*Konosuba*, Vol. 10)
  And after overcoming many other challenges as well, they *still* don't get the money.
- **Demon King's general Lugkraft defeated** (*Konosuba*, Vol. 10)
  Iris defeats him solo, and relations between Belzerg and Elroad are restored.
- **The quest from House Donnelly** (*Explosion Bonus*, Vol. 1)
  Kazuma is cut in two by the ant-lion-like monster and dies for the fifth time in the other world (sixth total).
- **Kazuma takes up residence at the royal castle** (*Konosuba*, Vol. 11)
  After becoming amnesiac and being forcibly evicted, he's kicked out of his mansion too.
- **Komekko comes to Axel** (*Konosuba*, Vol. 11)
  Making the most of her ability to wrap everyone she meets around her little finger, she worms her way into the hearts of Axel's populace.
- **Lucy's ghost defeated** (*Konosuba*, Vol. 11)
  After a fight with Aqua, Megumin persuades her to leave for heaven.
- **Leisure Queen defeated** (*Konosuba*, Vol. 11)
  Victory goes to Kazuma with some good, old-fashioned weed killer.
- **Griffin/manticore hunt** (*Konosuba*, Vol. 11)
  The biggest uncompleted quest left on the Guild.
  Megumin's Explosion wins the day, barely.

★ Dust follows Kazuma (*Limelight*, Vol. 4)
Lain asks him and his party to act as Iris's bodyguards.

★ Imprisoned in Elroad (*Limelight*, Vol. 4)
They figure out the deal with the prime minister before Kazuma does, but they can't do anything about it.

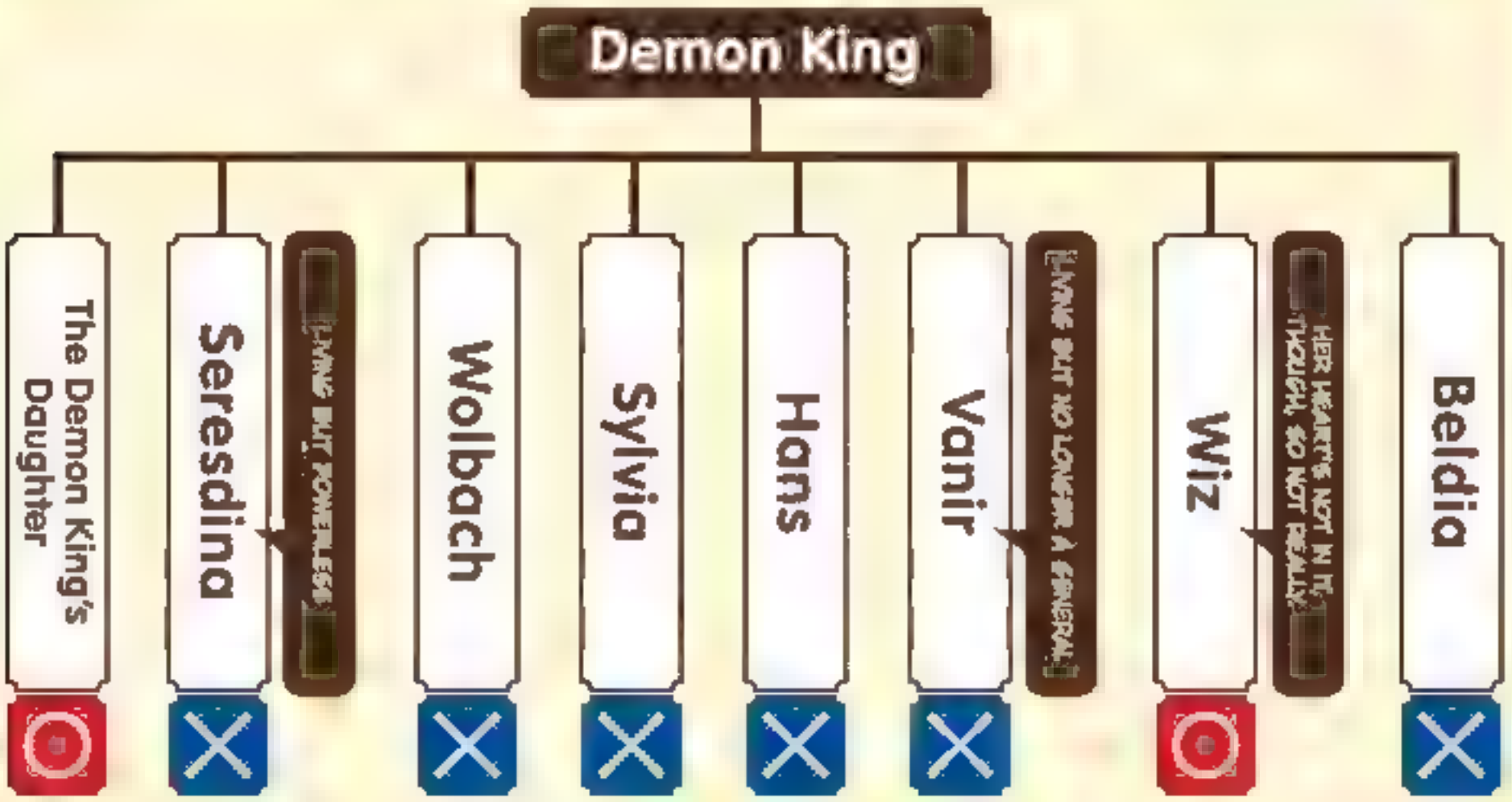
★ Dust breaks out of jail (*Limelight*, Vol. 4)
He busts out after Kazuma and the others go home and also meets Levy.

**Kazuma:** Admits that his personal wealth now exceeds 1,000,000,000 eris

| MAIN EVENTS | KAZUMA & CO.'S RESOURCES/SKILLS/OTHER STUFF | LINKS TO *LIMELIGHT* |
|---|---|---|
| **ONE MONTH AFTER END OF FISCAL YEAR** | | |
| ◆ **Sylphina comes to Axel** (*Konosuba*, Vol. 12)<br>She's also patient zero for cholera on at her orphanage. | | |
| ◆ **Get-'Em-to-Pay-Their-Taxes Event** (*Konosuba*, Vol. 12) | | |
| ◆ **Kazuma confronts Count Zeeleschilt** (*Konosuba*, Vol. 12)<br>Gets the nail of a high-level demon to help make a medicine for cholera | | |
| ◆ **Zeeleschilt runs out of extra lives** (*Konosuba*, Vol. 13)<br>Vanir shares some of his, after which the count takes a job at Wiz's shop. | | |
| ◆ **Urgent quest on the "Treasure Island"** (*Konosuba*, Vol. 13) | | ★ **Dust is part of the same quest** (*Limelight*, Vol. 5) |
| ◆ **Professor Burton's quest** (*Explosion Bonus*, Vol. 2)<br>Involves Megumin, Yunyun, and Iris. Ends with them defeating the King Toad | | |
| ◆ **Cecily's quest** (*Explosion Bonus*, Vol. 2)<br>Involves Megumin, Yunyun, and Iris. They're asked to hunt two mysterious Slimes. | | |
| ◆ **Cappy defeated** (*Explosion Bonus*, Vol. 2) | | |
| ◆ **Another quest from Professor Burton** (*Explosion Bonus*, Vol. 2)<br>Involves Megumin, Yunyun, and Iris. Their target, a Crystal Liger, ends up stealing a national treasure | | |
| ◆ **Yunyun attempts the Chief's Trials in Crimson Magic Village** (*Konosuba*, Vol. 13)<br>Megumin goes back to the village with her | | ★ **Dust refuses to help Yunyun in the trials** (*Limelight*, Vol. 5)<br>He's already got a fortune from the Treasure Island |
| ◆ **Aqua faces another frog, gets eaten again** (*Konosuba*, Vol. 13) |  | |
| ◆ **Wiz's stalker appears** (*Konosuba*, Vol. 13)<br>Duke is after the position of general in the Demon King's army. An upset Wiz blows him away with Explosion. | | ★ **Dust and Lali Succubus get involved with Duke** (*Limelight*, Vol. 5) |
| ◆ **The party goes to Crimson Magic Village to help Yunyun** (*Konosuba*, Vol. 14)<br>She fails the trials for a second time, and with no choices left, she turns to Kazuma. | | |
| ◆ **Reunited with Aigis** (*Konosuba*, Vol. 14) | |  |
| ◆ **Yunyun passes the three trials** (*Konosuba*, Vol. 14)<br>She partners first with Darkness, then Aqua, and finally Aigis to win the title | | |
| ◆ **Serena appears in Axel** (*Konosuba*, Vol. 14)<br>Everything that happens helps Serena and hurts Aqua. | | ★ **Dust is wary of Serena** (*Limelight*, Vol. 5)<br>But the money gets his attention, and he flips |
| ◆ **Kazuma discovers Serena is a general of the Demon King** (*Konosuba*, Vol. 14) | | |
| ◆ **Serena invites Kazuma to join the Demon King's army** (*Konosuba*, Vol. 15)<br>Kazuma resolves to fight her | | ★ **Kazuma colludes with Dust** (*Limelight*, Vol. 5)<br>Dust spreads nasty rumors about Serena and otherwise tries to interfere with her |
| ◆ **Kazuma becomes Serena's puppet** (*Konosuba*, Vol. 15)<br>Regina now has two followers; Serena's power is halved | | |
| ◆ **Puppet-breaking potion used** (*Konosuba*, Vol. 15)<br>Serena becomes able to use Death once again. Kazuma dies for the sixth time in the other world (seven total). | |  |
| ◆ **Kazuma uses a level reset potion** (*Konosuba*, Vol. 15)<br>He and Serena both go back to Level 1 | | |
| **LATE FALL/ EARLY WINTER** | | |
| ◆ **Aqua runs away from home** (*Konosuba*, Vol. 15)<br>Leaves a note claiming she's going to off the Demon King. | | |
| ◆ **Aqua and Cecily team up** (*Konosuba*, Vol. 16)<br>They head to Arcanlelia by carriage. | | |
| ◆ **Mitsurugi follows Aqua** (*Konosuba*, Vol. 16)<br>Catches up with her and joins her team | | |
| ◆ **Kazuma saves up mad skill points** (*Konosuba*, Vol. 16)<br>With Vanir and Wiz's help, he power-levels in a dungeon. | **Kazuma**: Learns skills from adventurers around town, including Teleport, Intermediate Magic, Fashion Golem, Heal Light Magic, Flash, and Emergency Evade<br>**Darkness:** Gets pitch-black Crusader armor in the dungeon<br>**Kazuma**: Receives a magic sword from Dust as a parting gift |  |
| ◆ **Kazuma and his friends go after Aqua** (*Konosuba*, Vol. 16)<br>After reaching Arcanlelia, Zesta and the Axis Church help them too | | |
| ◆ **Kazuma finds Aqua** (*Konosuba*, Vol. 16)<br>But he's just a step behind, and Aqua and her group have already gone past the spiral barrier | | |
| ◆ **Kazuma and the others head into the Demon King's castle too** (*Konosuba*, Vol. 16)<br>Megumin overpowers the barrier with consecutive Explosions | **Kazuma**: Buys uber powerful mana tile leaving him almost penniless | |

# REPORT: THE DEMON KING'S ARMY

In preparation for the coming Climactic Battle, we present here all the information about the Demon King's Army that's been revealed up to volume 16! For specific information on the Demon King and his various generals, check out the characters!



THIS MAKES CLEAR WHAT AN ASTOUNDING ROLE EVIL PLAYED! EXPLOSION IS TRULY THE WORLD'S STRONGEST SPELL!!
HEY...DIDN'T WE BEAT SOMEONE IMPORTANT IN ELROAD TOO?
BWA-HA-HA-HA! WITH THIS ON MY HEAD, I AM NOW A SIMPLE PART-TIMER!!
REALIZE WE'D TAKEN DOWN SO MANY OF 'EM...

## Check! THE GATEKEEPER'S A FORMER GENERAL!

A magic circle that draws MP directly from the magical plane provides her with a limitless supply of magical power. Any wounds heal instantly—if she ever took any wounds, that is. A powerful from touching her.

## Check!

World

WORLD

# WELCOME! TO THIS WONDERFUL (OTHER) WORLD!!

## An RPG-Style Fantasy with a Little Something Extra...

Ordinary high-schooler Kazuma dies in a traffic accident, after which the goddess Aqua presents him with a choice. Would he rather be reborn in Japan, live out the rest of his days in a heavenly but totally boring realm, or defeat the Demon King in a world straight out of an RPG?

That's how Kazuma ends up in another world—a classic fantasy place full of swords and sorcery and monsters! Except...it turns out adventuring isn't all it's cracked up to be. He has no money, he's weak as a baby, everyone around him is completely worthless, all his enemies are total freaks, and worst of all, he's not even popular with the ladies!

Somehow, though, Kazuma and the other poor, pathetic inhabitants of this land get by, complaining all the while—and that's what Konosuba is all about. In these pages, we'll introduce that "something extra" that makes this world unique!

The religion of this world revolves around goddesses. The Eris Church, which worships the goddess Eris, is the state religion of Belzerg and the most popular faith around. The Axis Church, which worships Aqua, is...not as big. Even if Aqua does claim to have twenty million followers. Maybe that's why Axis believers tend to view the Eris Church as their mortal enemy.

Japanese people who die in Japan can be reincarnated in another world if they so choose. If they die in that other world, they generally take the reverse route. Moreover, Axis followers believe that when they die, their goddess, Aqua, will reincarnate them in "a paradise known as Ja-pan."

## Major Locations

The Town for Novice Adventurers

# AXEL

## TOWN GUIDE

### EATING & DRINKING

Lots of people swear by the succubus place!

- Bar (Located in Guild)
- Succubus Shop
- Café on the Edge of Town
- Fancy Restaurant
- Three-Star Restaurant
- Tavern at the Inn
- That Place Where Aqua Works
- That Place Yunyun Goes
- Michael's Place (Bar)
- Butcher
- Delicatessen
- Vegetable Shop
- Fishmonger

### FOR ADVENTURERS

All kinds of shops and services here support Axel's adventurers!

- Adventurers Guild
- Inn
- Public Baths
- Carriage Waiting Area
- Wiz's Magical Item Shoppe
- Apothecary/ Magical Item Shop
- Armory
- Teleportation Station
- Smithy
- Real Estate Broker

### MANSIONS

Nobles live in 'em, and even a few of the adventurers around here do too

- Kazuma's Mansion (Formerly Haunted)
- Dustiness Residence
- Alexei Mansion
- Undyne Mansion
- Thief Gang Hideout

### PUBLIC SERVICES

All the necessities to make life better for everyone.

- Axis Church
- Eris Church
- Communal Graveyard
- Police Station
- Courthouse
- Orphanage
- Water Treatment Facilities

### AMUSEMENTS

Great ways to pass the time

- Adamantite Breaking
- Sharpshooting

### FESTIVAL STALLS (Seasonal)

You want it, it's here during the Eris Appreciation Festival, anyway.

- Yakisoba Place
- Tadpole Fishing
- Haunted House
- Color Dragon
- Lottery
- Kraken Calamari
- Mask Stall
- Exhibition Space
- Sharpshooting

You Wanna Know the Most Popular Destinations and the Best Eats?

# OTHER-WORLD WALKER

You've got questions: what are the shoppers' numbers in this town? Where are the famous landmarks? And what's the most notable food? Walker has answers! Keep this handbook handy and you'll be ready for anything on your adventure!

# GOURMET GUIDE

## COMBO MEALS YOU'LL LOVE!

With plenty of seasonal ingredients!

- Stir-Fried Cabbage
- Salty Anchovy Combo Meal
- Smoke Lizard Patty Combo Meal
- Gelatinous Slime Combo Meal
- Veggie Sticks
- Corn Soup

## FAMOUS FOR GIANT TOAD!

Crispy, crunchy, and mega-popular!

- Crispy Frog Legs
- Fried Frog Combo Meal
- Teriyaki Frog Combo Meal

## AT LOVELY LITTLE INNS

For when you want that extra touch of luxury!

- Sukiyaki Bowl
- Luxury Fried Meat Platter

## THINK DRINKS!

Nothing like knocking one back after work!

- Neroid
- Crimson Neroid
- Emerald Neroid
- Crimson Beer
- Wine
- Juice
- Beer

## APPRECIATION FESTIVAL STALL MENU

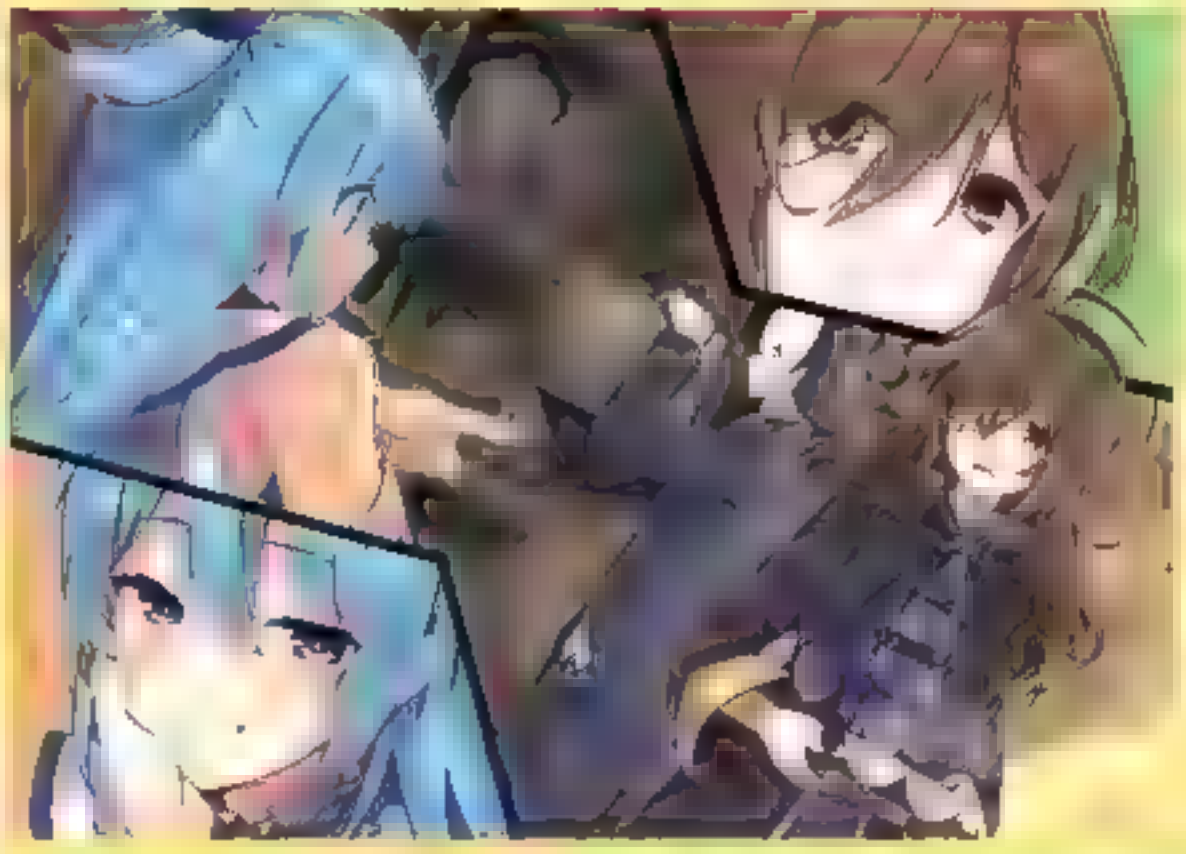
Try the famous Yakisoba—only available here!

- Yakisoba (fried noodles)
- Grilled Wild Octopus
- Shaved Ice

## STREET FARE

Don't forget a quick, delicious snack for the road!

- Meat Skewer
- Crepe-like Thing
- Shaved Ice



WE RECOMMEND

## YOUR ONE-STOP SHOP FOR THE MOST UNIQUE MAGICAL ITEMS!

Wiz's Magical Item Shoppe is famous all over Axel. They're picky about what they put on sale, and their number one condition is: it has to have serious magical power. Shopkeeper Wiz is a stupendous Arch-wizard herself, so you know you can trust her choices!

Axis Church Home Base

# ARCANLETIA

## TOWN GUIDE

## AXIS HOME CHURCH

If you're an Axis believer, you've got to come here at least once in your life. They have guest accommodations, as well as a natural hot spring bath said to have been formed by a massive explosion. Nonbelievers are sometimes welcomed to stay as well, so get up your nerve and try giving Lord Zesta a shout, why don't you?

## FOR ADVENTURERS & TOURISTS

In the market for souvenirs? Try the elf and dwarf's shop! Famous for their arguments!

- Luxury Hotel
- Souvenir Shops
- Amusement District
- Hot-Springs Inn
- Regular Inn
- Adventurers Guild
- Carriage Waiting Area

## PUBLIC SERVICES

Don't fret, Eris followers, you'll be okay!

- Axis Church
- Police Station
- Hot Water Supply
- Park

## EAT & DRINK

We promise they're nice to non-Axis customers, too. ♪

- Open Café
- Snack Bar
- Street Stalls

# GOURMET GUIDE

## SNACKS

Nice, light meals you can enjoy while taking in the sights!

- Pizza-like Junk Food
- Sandwich
- Daily Combo Plate

## THEIR MOST FAMOUS FOOD IS...FORBIDDEN!?

Gelatinous slime used to be a beloved treat of kids, adults, and the elderly alike. After the danger of choking became all too obvious, the stuff was banned, but rumor has it that an illicit trade in gelatinous slime continues in Arcanletia. If you should happen to bump into anyone trying to sell you some, just say no!

## DRINKS

Try the Neroid! Favorite of local Axis believers!

- Coffee
- Grape Juice
- Warm Milk
- Black Tea
- Hellishly Heavenly Sweet-n-Sour Neroid

## STREET GOURMET

Here's what you can get from our street stalls and souvenir shops.

- Arcan Bun
- Meat Bun
- Meat Skewer
- Oden

WE RECOMMEND

## REFRESH YOURSELF AT THE GODDESS AQUA'S MIRACULOUS HOLY-WATER BATH!!

The springs in Arcanletia used to be perfectly ordinary, but then they started gush ng with holy water. Truly, it's a m racle of the water goddess! These awesome power baths can on y be found in Arcanletia!

A Town with Its Own Unique Culture

# CRIMSON MAGIC VILLAGE

## TOWN GUIDE

### SHOPS

A whole panoply of shops that are all First Among the Crimson Magic Clan in whatever it is they do! Each with its own unique style.

- Cobbler
- Smithy
- Clothing Store
- Fortune-Teller
- Potion Shop
- Magical Item Shop

### SEALED PLACES

These aren't tourist attractions, but those in the know won't want to miss them!

- Mysterious, Massive Facility & Underground Storehouse
- Tomb of the Dark God
- Lake of the Sealed Goddess

### REFRESHMENTS

Even the locals love these places. You might just make a Crimson Magic friend

- Bar Succubus Lingerie (w/ Lodgings)
- Deadly Poison Café
- Eat-in Place

### PUBLIC SERVICES

"Mixed Bath" is its own tourist opportunity!

- Public Bath (Mixed Bath)
- Monster Museum
- Mutual MP Support Facility
- Teleportation Station

### BACKSTAGE

These buildings are for the locals. Tourists aren't allowed.

- School
- Village Chief's House (Yunyun's House)
- Megumin's House
- Community Watch Detention Center

# GOURMET GUIDE

## SO CRIMSON! SO MAGIC!

Crimson Magic Village is here to be every bit as magical as visitors expect. From their black robes to their mysterious brews they look the part of a land of wizards If you should happen to catch the aroma of delicious curry coming from one of those brews, please kindly refrain from pointing it out

## DEADLY POISON CAFÉ

This place has an iron grip on the hearts of edgelords everywhere!

- Dark God-Blessed Stew
- Rock-Wurm Spicy Spaghetti
- Lambwich Offering to the Magical Deity
- Parfait with the Most Calories Ever
- Coffee

## EAT-IN PLACE

A beloved local spot. Try the Duxion—it's loaded with XP!

- Shredded Cabbage
- Vegetable Stir-Fry with Seasonal Veggies
- Duxion Broth with Extra Onions
- Fish Meal
- Daily Combo Meal
- Oden Meal

## BAR SUCCUBUS LINGERIE

It isn't actually aimed at guys, but a sexually-harassing suit of armor might find a seat near you!

- Comp'ed Food
- Milk the Same Temperature as Nerimaki's Body

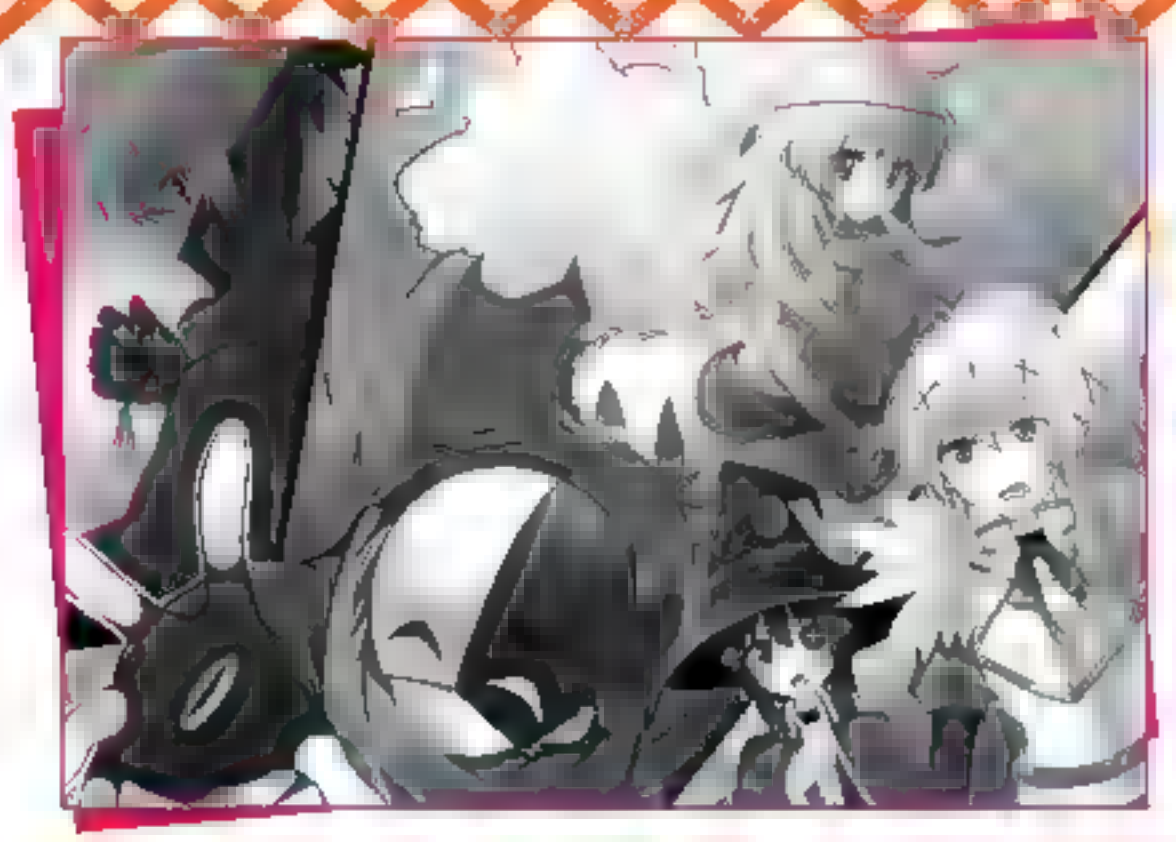
## WE RECOMMEND

### SIGHTSEEING SPOTS

- ★ Griffin Statue
- ★ Cat-Ears Shrine
- ★ Mixed Bath
- ★ Rock with a Sword in It
- ★ Wishing Pond
- ★ Devil's Hill
- ★ All-Overseeing Observatory "Vanirmild"
- ★ Holy Mountain "Dragon's Peak"

## OUR NUMBER ONE PICK? CAT-EARS SHRINE! FOR A SPECIAL SPIRITUAL EXPERIENCE

Cat Ears Shrine venerates the proof of a bond between a traveler and the Crimson Magic Clan. This little goddess looks like she could grant incredible power at any time. Plus, she's adorable



Heart of the Kingdom of Belzerg

# ROYAL CAPITAL

## TOWN GUIDE

### FOR ADVENTURERS

The city may be royal, but that doesn't mean there isn't plenty for adventurers to do

- Adventurers Guild
- Inn

### SHOPPING & DINING

The capital is the only place you'll find a gemstone vendor! How about some jewelry to commemorate your visit?

- Barbara's Bar
- Café
- Gemstone Shop

### HOUSES OF THE RICH AND ROYAL

Ordinary citizens aren't allowed in these places, so please steer clear.

- Royal Castle
- Alderp's Second Home

## GOURMET GUIDE

### THE "MAGIC MANSION" MEAL

The meal prepared for Princess Iris on the way to Elroad.

- Fried Rice
- Pot Stickers
- Egg Soup
- Potato Chips
- Tuna-Mayo Rice
- Dry-Seasoned Rice
- Egg-Fried Rice

### ROYAL BANQUET MENU

Guests are served the following sumptuous fare.

- Organic Wild Melon Things with Ham On Them
- High-Quality Pudding Over Vinegar Rice, Topped with Wasabi Soy Sauce
- Cocktails
- Wine

The Casino Kingdom

# ELROAD

## TOWN GUIDE

### FOR THE GAMBLERS

Bet your money on a card game! Or any kind of game!

- National Casino
- Card Game Shop

### ELROAD CASTLE

Where Prince Levy lives. This is where his betrothed, Princess Iris, stayed on her visit.

### SHOPPING & DINING

You can find anything from shops for the average consumer to the most distinguished luxury goods.

- Pasta Place
- Machelin
- Little Accessory Shop
- Armory
- Street Stalls

### SIGHTSEEING & PUBLIC SERVICES

Don't miss the Duxion farm, only to be found in Elroad!

- Duxion Farm
- Fancy Spa
- Police Detention Center

## WE RECOMMEND

**CAREFUL NOT TO GET *TOO* ADDICTED! AT THE NATIONAL CASINO, ONE BET COULD MAKE YOU A ZILLIONAIRE!!**

Sure, your Luck stat doesn't always determine whether you win or lose in gambling, but since we just happen to live in a world where those numbers are plainly visible, players with confidence in their stats should take their best shot at grabbing a piece of the Elroadian Dream.

# KAZUMA'S SURPRISE FASHION CHECK!

Kazuma brings his lacerating wit to bear on Aqua, Megumin, and Darkness's fashion sensei! What will he make of their outfits? Their everyday ensembles are here, but so are a whole range of other getups!

## AQUA

## PAJAMAS FOR BED

Blue pajamas Aqua wears at home. She always makes sure to change before bed and lets down her goddess-style hair, revealing its true length. It's a relaxed look, for sure; the downside is that she loses a bit of her divine gravitas this way.

## GODDESS AND DOWN-HOME GIRL?

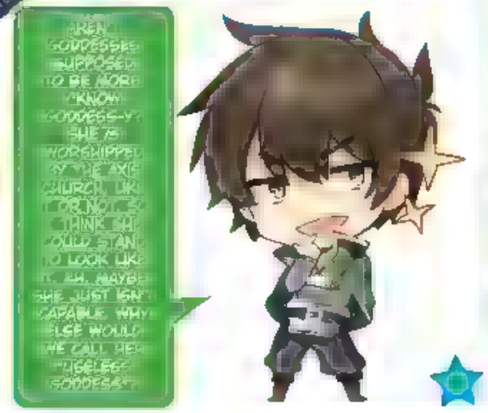
A disguise Aqua wore when trying to get close to the fallen angel Duke. No hint of her divinity. She approached her target with what was clearly a drunken stumble, but evidently she thought she was being sexy.

## AQUA

Darkness gave Aqua the nickname "Repair Captain" after she repaired the outer walls of the fortress with almost cheat-like efficiency. Dressed like a construction worker, she goes about her construction tasks with a smile on her face. The skill is there, if not any sense that she's a goddess.

## FORMAL DRESS

Dress borrowed from Darkness for the audience with Iris. It sagged around the hips when she got it, but somehow they tailored it to size before the meeting. Aqua herself remarked that "clothes make the woman." (No fair telling her you can't say that about yourself.)


AREN'T GODDESSES SUPPOSED TO BE MORE "KNOW GODDESS-Y"? SHE'S WORSHIPPED BY THE AXIS CHURCH, LIKE I PROMISE. I THINK SHE COULD STAND TO LOOK LIKE IT. EH, MAYBE SHE JUST ISN'T CAPABLE. WHY ELSE WOULD WE CALL HER "USELESS GODDESS"?

## WORRIED IN PAJAMAS

Megumin's usual outfits are so distinctive that nice, simple pajamas can put a whole new spin on things. Then there's that look on her face. She's worried, but she still doesn't exactly look like an adult woman. It's enough to get your heart pounding, maybe.

## FANCY DRESS

A dress borrowed from Darkness for the audience with Iris. It shows a lot of skin, but the obviously chic, haute-couture quality keeps it from looking lowbrow. The catch? Technically, this is something Darkness wore when she was a kid.

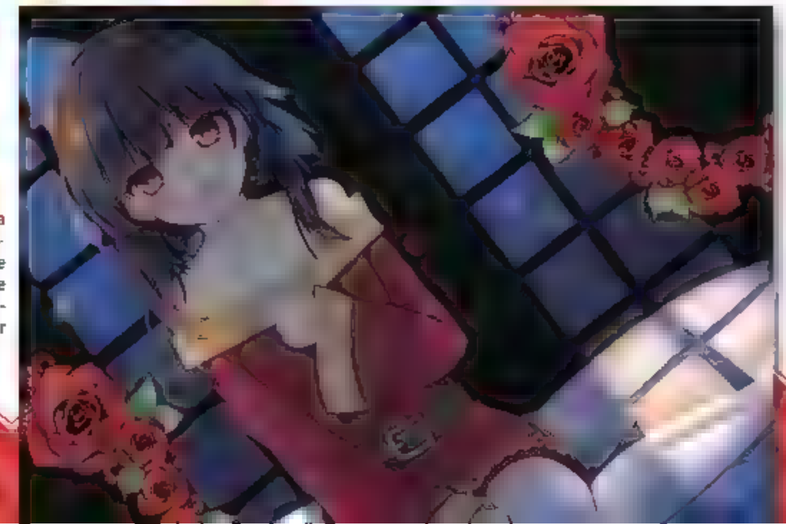
## MAGIC SCHOOL UNIFORM

What students wear at the school in Crimson Magic Village, consisting of a formal shirt, necktie, and a skirt. Yunyun and Megumin's other classmates all wear the uniform too. At this point, though, Megumin was already wearing her fingerless gloves and leg bandage.

## MEGUMIN

## UNDER THE CAPE...

Under her cape, Megumin wears a shoulderless red robe that's surprisingly sexy. It doesn't seem to have any straps, though, like it might come sliding off in a gentle breeze. Especially without, uh, anything on her body to stop it...



SERIOUSLY SKIMPY
It's pajamas! It's a nightie! No! It's one very revealing negligee Darkness puts on for Kazuma! The bottle of wine and the sultry expression make her appear every bit the adult that stopped even Kazuma in his tracks.
DARKNESS
Here Darkness is dressed like what they would have called an OL where Kazuma comes from, but given an extra, sexy twist with Bindi! She claims she wants it even tighter, but that's obviously impossible.
CLEARLY CLEAVAGE
Despite her allegedly prim and proper noble upbringing, Darkness seems to have a lot of outfits that show plenty of skin. Between her personal preferences and that sexy figure, she's sure to be at the center of many heart-pounding moments. How can you be a Crusader and such a naughty, naughty girl at the same time,?
FORMAL
A top-tier outfit for when Darkness really needs to look like an elegant noble. That gentle smile on her face as she interacts with the kids is miles away from how she behaves in battle, and the contrast might just catch your heart. Not that the kids will ever see the way she looks when she's fighting.
OKAY, SHE'S A NOBLE AND NORMALLY HAVE TO LOOK THE PART, BUT SHE'S ALSO A CRUSADER. I THINK SHE COULD DO WITH ARMOR WITH JUST A LITTLE MORE DEFENSE. WHAT'S THAT? THAT WOULD REDUCE THE DAMAGE HER ENEMIES ARE SO KIND AS TO INFLICT ON HER? THAT'S THE WHOLE POINT.

KAZUMA

The tracksuit was practically Kazuma's uniform before his reincarnation, and he continued to wear it for a while after arriving in Axel. It seems he kept it even after getting a proper adventuring outfit—just for the memories—but Aqua might have threatened to burn it at one point.

# Data 'n Directories Explain Everything
# THE BEGINNER'S KONOSUBA GLOSSARY

We've taken all kinds of things that show up in the story and boiled them down into six categories. And don't miss *Other-World Walker*, which discusses the locations and food!

## CLASSES

The first thing to do after registering at the Adventurers Guild is to pick a class. Each job has certain stat requirements, so if you don't satisfy any of them, that leaves you with no choice but to become a NEET...er, to take the most basic class, Adventurer. As you gain levels and your stats increase, though, you'll eventually be able to change classes.

### ARCH-WIZARD

A magic-user who can learn powerful spells. There are all kinds of magic to master, so how you use your limited skill points will affect what kind of mage you become.

### CRUSADER

An Advanced Class, a Crusader is a paladin who boasts the highest Defense of all. The class is capable of learning several holy-magic spells, but...we guess you could choose not to?

### ARCH-PRIEST

The Advanced Class for priests. Capable of using all manner of healing magic, support buffs, and holy magic, not to mention powerful enough to stand on the front row in their own right.

### ADVENTURER

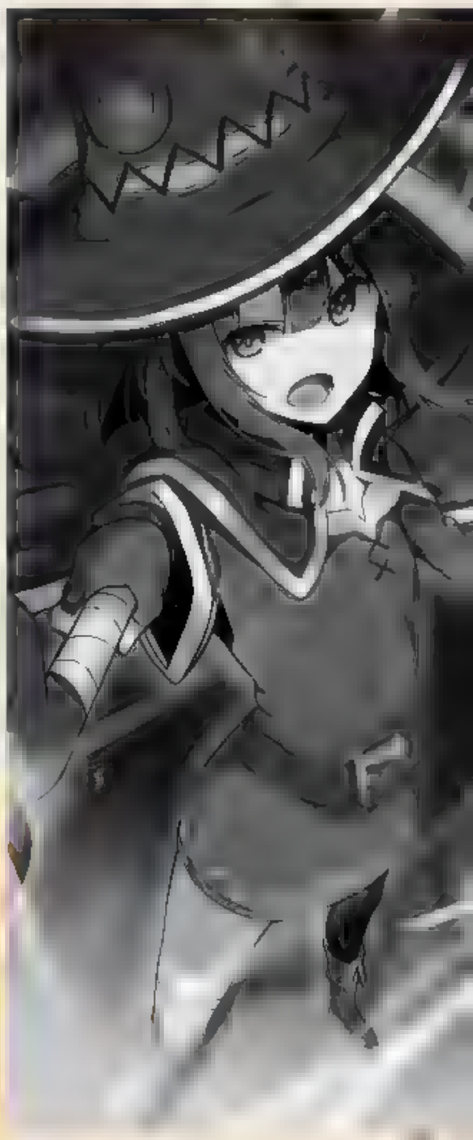
The weakest, most basic class. Capable of learning any skill, but doing so requires more skill points than normal, and you don't get the benefits of being in any particular class.

## OTHER CLASSES

| | |
|---|---|
| [illegible] | Uses bows and other ranged weapons. This is Keith's class |
| [illegible] | An Advanced Class about which little else is known. Mentioned in *Konosuba*, Vol. 6 as a class for which Megumin is qualified |
| [illegible] | Uses Creation Magic to produce golems and such |
| Dark Knight | Polar opposite of a Crusader. Appears in *Detours* |
| [illegible] | A priest who serves a dark god. Serena (Seresdina)'s true class |
| Dragon Knight | Class to which the renowned spear-wielder Lain Sheyka belongs. Mentioned in *Explosion*, Vol. 3, *Explosion Bonus*, Vol. 1, etc. |
| [illegible] | Produces different phenomena using sprites (e.g., using Earth Sprites to dig a big hole in the ground) |
| Monk | A cleric who fights barehanded. Appears in *Konosuba*, Vol. 16 |
| [illegible] | General designation for anyone who keeps domestic monsters. Appears in *Explosion Bonus*, Vol. 1 |
| [illegible] | A rare Advanced Class. Able to summon ghosts and the like. Mentioned in *Konosuba*, Vol. 13 |
| [illegible] | Serves a goddess (like Eris or Aqua). This is Cecily's class |
| Rune Knight | Details unknown. Mentioned in *Konosuba*, Vol. 1, etc. |
| [illegible] | Mitsurugi's class. The fighter with the highest Attack stat |
| Thief | Chris's class. Uses skills related to detecting enemies and grabbing loot |
| [illegible] | Uses all manner of magic. This is Rin's class |

# SKILLS & MAGIC

Your class dictates which skills are available to you. To learn a new skill, choose it from the "Available Skills" field on your Adventurer's Card and allocate the necessary skill points. Those of the Adventurer class, however, must have someone demonstrate the skill to them in order to be able to learn it. Learning a magical skill enables you to use the corresponding type of magic.



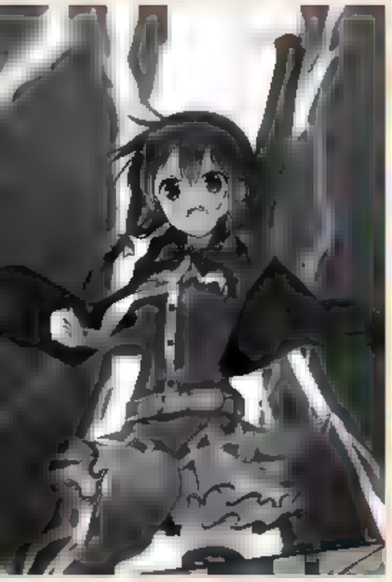
## SKILLS BY TYPE

| | |
|---|---|
| Bow | Grants even amateurs a passable ability with the bow and arrow |
| Deadeye | Dramatically increases range and accuracy of arrow shots. Chance to hit depends on Luck stat |
| Second Sight | Allows you to see in the dark |
| [illegible] | A curse which kills the target after a set period of time. A powerful priest can break the curse |
| Greatsword | Improves ability with greatsword |
| One-Handed Sword | Improves ability with one-handed sword (can be acquired with a single point) |
| Two-Handed Sword | Improves ability with two-handed sword, thus also increasing accuracy |
| Auto-Evade | Grants a high probability to evade enemy attacks |
| Hundred Hazes | A major performance which, once activated, takes a full half day to finish. Aqua's ultimate technique |
| The Wonders of Nature | A party trick that enables you to flick seeds into a cup on your head (can be acquired for five points) |
| Ambush | Pass by enemies unnoticed (can be acquired with a single point) |
| Bind | Use a rope to restrict an enemy's movements. Convenient, but consumes a lot of MP |
| Detect Trap | Chance of detecting trap depends on Agility and Luck stats |
| Disarm Trap | Chance of success depends on Agility and Luck stats |
| Flee | Allows you to run away from enemies |
| Pick Lock | Open locked doors |
| Sense Foe | Quickly alerts you to the presence of enemies (can be acquired with a single point) |
| Sense Treasure | Let you know whether there's any treasure in a specific area and its location |
| Steal | Steal an item at random. Chance of success depends on Luck stat (can be acquired with a single point) |
| Wire Trap | Use a thin metal wire to spin a web like a spider's to slow down enemies |
| Drain Touch | Drains HP and MP from, or shares it with, a target |
| Explosion Magic Power Increase | Increases power of detonation magic, blasting magic, and Explosion |
| Cook | Get better at cooking. Adventurers from Japan are unable to learn this skill, as a practical matter |
| Darksight | Grants limited vision even in the dark. Becomes usable once you learn Second Sight |
| Debuff Resistance (All Types) | Separate skills corresponding to different status ailments, not one single skill that covers all ailments |
| Decoy | Become the bait. One of the first skills Darkness learned |
| High-Speed Incantation | Believed to be a wizard/priest skill |
| Magic Resistance | One of the first skills Darkness learned |
| Physical Resistance | One of the first skills Darkness learned |
| Read Lips | Know what people are saying even if you can't hear them, as long as you can see their mouths |
| Smith | Grants the ability to work metal and makes you better at manufacturing things overall |

**Some Characters Have Unique Individual Skills Too!**

| | |
|---|---|
| Aqua | God Blow (AKA "Holy Smack") |
| Iris | Extortion |
| | Sacred Explode (only usable when wielding the sacred sword) |
| | Sacred Lightning Flare |
| Vanir | Vanir Death Ray |
| | Vanir Destruction Ray |
| | Vanir Eye Beam |





## MAGICAL SKILLS

| | |
|---|---|
| Basic Magic | Simple fire, water, earth, and wind magic without the capacity to injure or kill. Calling out the name of the spell activates it. Can be acquired with a single point |
| Intermediate Magic | Elementary magical attacks with fire, water, earth, or wind. Activating the spells takes a little bit of effort. Can be acquired for 10 points |
| Advanced Magic | Powerful magical attacks with fire, water, earth, or wind. Specific gestures and incantations are necessary to activate the spells. Can be acquired for 30 points |
| Blasting Magic | A legendary Arch-wizard is said to have learned this skill. MP consumption is immense, and the spell must be used repeatedly, making it impractical |
| Detonation Magic | Powerful enough to pulverize rock. Acquiring it requires almost as many points as Advanced Magic (around 30), and those who do so often find work as civil engineers |
| Explosion | The only thing as terrifying as its power is the amount of MP it requires. Even if you did manage to pull off a single Explosion using everything you had, damage to the immediate vicinity would be considerable, making this an impractical gimmick of a spell. Can be acquired for 50 points |
| Communication Magic | Enables conversation with people across long distances |
| Creation Magic | Results in manticores and other magical life forms |
| Evil Dispelling Magic | Effective against demons (e.g. Sacred Exorcism) |
| Golem-Fashioning Magic | Produces golems (e.g. Create Earth Golem) |
| Healing Magic | Restores lost HP (e.g. Heal) |
| Holy Magic | Available to priests, Arch-priests, and Crusaders. Influenced by caster's devotion (e.g. Sanctuary) |
| Light-Bending Magic | Makes it look like you've disappeared (e.g., Light of Reflection) |
| Recovery Magic | Removes status ailments |
| Support Magic | Makes muscles muscle-er, improves Defense, and so on (e.g. Power-Up, Protection) |
| Swamp Magic | Creates a marsh that hinders enemy movement and deals damage (e.g. Bottomless Swamp) |
| Transformation Magic | Makes one's appearance identical to the target's (e.g., Change Shape) |
| Weather Control Magic | Controls the weather. Typically requires lengthy rituals and rare catalysts (e.g., Control of Weather) |

## MAGIC ENCOUNTERED IN THE SERIES

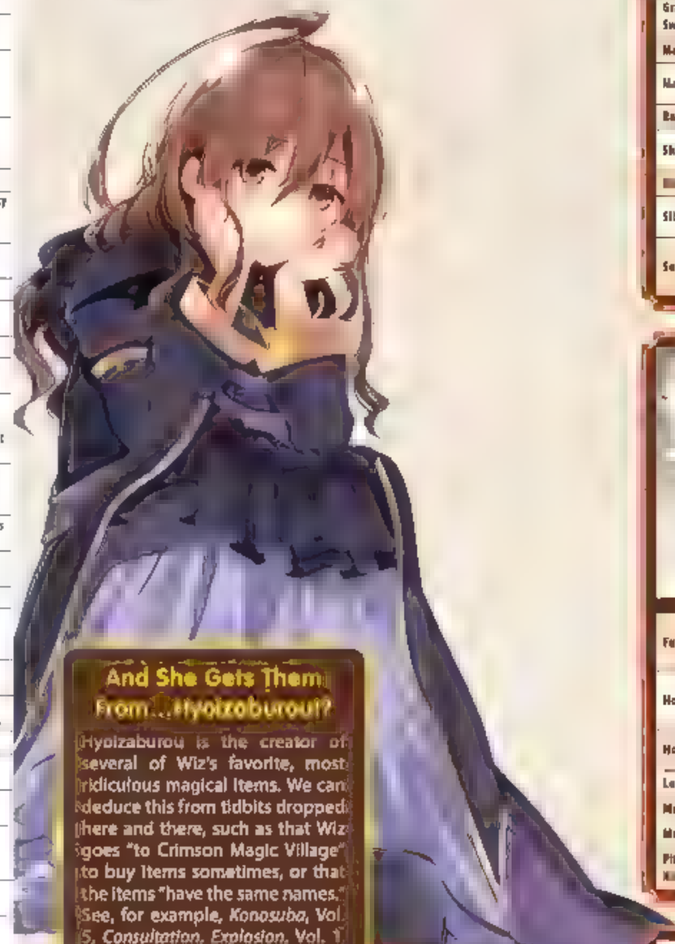
| | |
|---|---|
| [illegible] | A trap for the feet. Yuiyui uses it in *Konosuba*, Vol. 5 |
| Blade of Wind | Intermediate wind magic. Yunyun uses it frequently in *Explosion*, Vol. 3 |
| [illegible] | A lesser version of Blessing, used by priests. Appears in *Konosuba* Vol. 15 |
| Blessing | A buff that grants the blessing of the gods, raising the target's Luck stat temporarily. Aqua and Zesta use it |
| [illegible] | Creates a gigantic swamp. Wiz and Yunyun use it |
| Call of Thunderstorm | Summons a thunderstorm. Pucchin, the teacher, uses it in *Explosion*, Vol. 1 |
| [illegible] | Causes one to look exactly like the target. Excellent for body doubles |
| Control of Weather | Causes rain to fall. The Crimson Magickers use it to water their fields in *Explosion*, Vol. 2 |
| [illegible] | Basic Magic that produces soil that happens to be great for farming |
| Create Earth Golem | Creates a golem from the ground. Appears in the battle against Destroyer |
| [illegible] | Basic Magic that produces water. Convenient when you need a drink |
| Crimson Lance | Fire magic. Dulk uses it in *Konosuba*, Vol. 13 |
| [illegible] | Ice magic. Wiz uses it in *Konosuba*, Vol. 13 |
| Crimson Crystal Prison | Ice magic that freezes the target. Wiz and Yunyun use it |
| [illegible] | Uses the power of darkness to place the chosen curse on the target. Vanir uses it in *Consultation* |
| Curse Lightning | Advanced Magic that strikes the enemy with dark lightning |
| Cursed Petrification | Creates undead puppets. Wiz uses it in *Konosuba*, Vol. 16 |
| [illegible] | Turns the target to stone. Wiz uses it in *Konosuba*, Vol. 16 |
| Death Magic | Kills the target instantly. Serena uses it in *Konosuba*, Vol. 15 |
| Dispel Magic | Neutralizes the effects of magical spells. Zesta uses it in *Explosion Boom*, Vol. 2 |
| [illegible] | Advanced Magic. Used to till the fields in Crimson Magic Village in *Explosion*, Vol. 2. |
| Enemy Search | The magical equivalent of Sense Foe, this spell finds any nearby enemies. Wiz uses it in *Consultation* |
| [illegible] | Advanced Magic that surrounds the enemy with pale blue flames |
| Explosion | The most powerful of the explosive magics. Megumin, Wiz, and Wolbach use it |
| [illegible] | Holy Magic that attracts monsters. Aqua uses it in *Konosuba*, Vol. 4 |
| Fire Resist | Grants resistance to fire. Wiz uses it in *Konosuba* Vol. 3 |
| [illegible] | Intermediate fire magic |
| Flash (Scroll) | Blinds enemies with a flash of light. Stella uses it in *Konosuba*, Vol. 16 |
| [illegible] | A scroll that forcibly teleports the target. Wiz uses it in *Consultation* |
| Freeze | Basic Magic that freezes water |
| [illegible] | Intermediate Magic that creates a freezing mist |
| Heal | Simple healing magic |
| [illegible] | Creates a storm of fire. Seen in *Konosuba*, Vol. 5, etc |
| Fireball | Basic Magic that produces fire. Very useful in daily life |
| Lava Swamp | Creates a swamp of magma. Dulk uses it in *Konosuba* Vol. 13 |
| [illegible] | Bends light around the caster, making them invisible |
| Light of Saber | Advanced Magic that creates a blade of light. Sharpness depends on the caster's ability |
| [illegible] | Electric magic. Yunyun and other members of the Crimson Magic Clan use it, as does the demon Arnes |
| Lightning Strike | Advanced Magic. Appears in *Konosuba*, Vol. 5 |
| [illegible] | Locks the target. Yuiyui uses it to trap Kazuma and Megumin together |
| Magic Search (Scroll) | Neutralizes a target magical effect. Yunyun uses it in scroll form in *Explosion*, Vol. 3 |
| [illegible] | Turns a corpse into your puppet. Serena uses it in *Konosuba*, Vol. 15 |
| Paralyze | Paralyzes the target. Yuiyui uses it in *Konosuba*, Vol. 16 |
| [illegible] | A buff that improves muscle strength. Zesta uses it in *Konosuba*. Vol. 16 |
| Protection | Support Magic that improves Defense. Zesta uses it in *Konosuba*. Vol. 16 |
| [illegible] | Magic that purifies. Aqua uses it to cleanse a lake in *Konosuba*, Vol. 1 |
| Reflect | Creates a wall of light that causes magic to bounce back. Aqua and Zesta use it |
| [illegible] | Resurrection magic. Aqua is the only one in Axel who can use it |
| Sacred Create Water | Creates a tremendous amount of water. Used by Aqua |
| [illegible] | Breaks curses. Sometimes referred to as Sacred Spellbreak |
| Sacred Exorcism | Gets rid of demons. Primarily used by Aqua |
| [illegible] | The advanced version of Sacred Exorcism. Aqua and Zesta use it |
| Sacred High Heal | The most powerful healing magic. Aqua uses it |
| [illegible] | Uses a catalyst to seal away demons. Wiz's friend Rosalie uses it in *Consultation* |
| Sacred Turn Undead | The advanced version of Turn Undead. Used by Aqua |
| [illegible] | Holy Magic that creates a holy-magic circle that deals damage to undead who touch it |
| Sleep | Puts the target to sleep. Members of the Crimson Magic Clan use it all the time as a sleep aid |
| [illegible] | Details unknown, but it apparently causes the target to submit to the caster. Vanir uses it in *Konosuba*, Vol. 16 |
| Teleport | Sends the target to a different location. The destination must be registered in advance |
| [illegible] | Advanced Magic. The Crimson Magic Clan uses it to plant seeds in their fields |
| Trap Search | The magical equivalent of Detect Trap, this spell finds any nearby traps. Wiz uses it in *Consultation* |
| [illegible] | Sends undead monsters into the next life |
| Unlock | Opens locks. Appears in *Explosion*, Vol. 3, etc. |
| [illegible] | Makes the target a brilliant performer. Aqua uses it in *Konosuba*, Vol. 7 |
| Wind Breath | Basic Magic that causes wind. Kazuma loves this one |
| [illegible] | Intermediate Magic. Rin uses it in *Konosuba*, Vol. 2 |

## LIST OF ITEMS

| Name | Found In | Description |
|---|---|---|
| [illegible] | *Consultation* | A sure-hit product revived by Wiz. However, she doesn't expect to have significant stock until summer is over |
| [illegible] | *Konosuba* Vol. 16 | Apparently has a really nasty side effect, but we aren't told what it is. If your Luck is good enough, you'll never find out |
| [illegible] | *Konosuba* Vo 3 | Guy takes one by mouth; it's effective for one week. 10,000 eris each |
| [illegible] | *Konosuba*, Vol. 12 | A prototype developed by Wiz from an early version by Kazuma. Not for sale. the one at the shop remains a test piece |
| [illegible] | *Konosuba* Vol. 16 | Allows the user to create a spirit barrier on the spot. One of the most popular items at the dungeon branch shop |
| [illegible] | *Konosuba*, Vol. 16 | No untoward side effects, but it's being sold at a special Dungeon-Only price (five times what it costs in town) |
| [illegible] | *Konosuba* Vol. 5 | Details unknown, but it's something that makes Vanir want to tack it on as a free bonus |
| [illegible] | *Consultation* | Activates blasting magic if a Giant Toad eats it. Price is 200,000 eris. "Reward for Giant Toad is 25,000) |
| [illegible] | *Consultation* | Refers to holy water created by Aqua. Named after the way it's [illegible] |
| [illegible] | *Consultation* | Consumable item that boosts MP one time. Because the very highest-quality stuff gives millions of points from even a single piece, the cost/benefit tradeoff is too poor for there to be any demand. |
| [illegible] | *Explosion* Bonus, Vol. 2 | Supposedly the prized possession of the legendary Crimson Magician, Hemoglobin. Equipping these gloves will awaken the power of the Hero. |
| [illegible] | *Konosuba*, Vol. 11 | Makes everyone feel a little friendlier when they smell it. |
| [illegible] | *Konosuba* Vol. 14 | Casts a powerful death curse on anything in the immediate vicinity smaller than a mouse. This includes helpful bacteria within the human body |
| [illegible] | *Consultation* | Downsides: consumes a tremendous amount of MP; only Thieves can use it |
| [illegible] | *Konosuba* Vo 5 | Forbidden Potion Series No. 6 |
| [illegible] | *Konosuba*, Vol. 13 | Aqua's second sculpted clay figurine (not yet on sale). Includes accurately detailed panties that can even be removed |
| [illegible] | *Konosuba* Vo 5 | Vanir's been developing this one without Wiz's knowledge |
| [illegible] | *Konosuba*, Vol. 5 | Temporarily increase the power of a specific magic spell. But they only have the Bind and Swamp-Magic varieties in stock |
| [illegible] | *Konosuba* Vol. 5 | AKA paper ghost doll. The downsides? It can only be used at a specific time of year when it almost never rains |
| [illegible] | *Konosuba*, Vol. 5 | Open the lid, and a divine aura will keep undead at bay for at least half a day |
| [illegible] | *Konosuba* Vol. 6 | Wear it on the night of a full moon, and a mysterious demonic power will raise your magic ability, increase your blood flow, give your skin a healthy glow |
| [illegible] | *Konosuba*, Vol. 5 | Taken orally. Not only monsters but humans will attack the user as well |
| [illegible] | *Konosuba* Vol. 5 | More potent effect than the usual formula. Side effects: the complement stat of the one you raise goes down |
| [illegible] | *Konosuba*, Vol. 6 | One of Kazuma's most popular inventions |
| [illegible] | *Konosuba* Vol. 7 | If the wearer is mortally wounded, they use the last vestiges of their life to go out in an explosion. Naturally, this takes out their allies as well |
| [illegible] | *Konosuba*, Vol. 13 | Aqua's first sculpted clay figurine. Based on Darkness's sexy negligee |
| [illegible] | *Konosuba* Vol. 4 | Meant for camping out. Downsides: it makes a huge noise that attracts monsters, and the water can cause localized catastrophes |
| [illegible] | *Konosuba*, Vol. 9 | Made by Hyolzaburou. Also appears in *Explosion*, Vol. 1 |
| [illegible] | *Konosuba* Vo 4, etc. | Made by Hyolzaburou. Also appears in *Konosuba*, Vol. 6, *Explosion*, Vol. 1, etc. |
| [illegible] | *Konosuba*, Vol. 15 | Forbidden Potion Series No. 3 |
| [illegible] | *Konosuba* Vol. 5 | Forbidden Potion Series No. 1 |
| [illegible] | *Konosuba*, Vol. 15 | Forbidden Potion Series No. 4 |
| [illegible] | *Konosuba* Vol. 15 | Forbidden Potion Series No. 5 |
| [illegible] | *Konosuba*, Vol. 15 | Reverses the status ailment "Puppet," which is inflicted only by some minor goddess somewhere |
| [illegible] | *Konosuba* Vol. 6 | One of Wiz's prized possessions (she swears it'll work), but Vanir thinks it's junk and wants to get rid of it |
| [illegible] | *Explosion* Bonus, Vol. 2 | Legendary equipment said to have come from another world. Intimidate enemies just by walking around |
| [illegible] | *Explosion* Bonus Vol. 2 | Idea proposed by a certain harem punk. Drop it from above and it acts like an inchworm |
| [illegible] | *Consultation* | Photo book of pictures Vanir took partially as a lark. When offered as a limited edition, the succubi ate it up |
| [illegible] | *Konosuba* Vo 3 | Details unknown |

## ITEMS FROM WIZ'S MAGICAL ITEM SHOPPE

The stuff on the shelves at Wiz's Magical Item Shoppe accounts for about 40 percent of the items that appear in the series. Wiz isn't famous for her discerning eye when it comes to choosing stock, but every once in a while she gets something useful in! Kazuma and Aqua have both played a part in developing some of the items as well



### And She Gets Them From...Hyolzaburou?

Hyolzaburou is the creator of several of Wiz's favorite, most ridiculous magical items. We can deduce this from tidbits dropped here and there, such as that Wiz goes "to Crimson Magic Village" to buy items sometimes, or that the items "have the same names." See, for example, *Konosuba*, Vol. 5, *Consultation*, *Explosion*, Vol. 1, and so on.

## EQUIPMENT

From the most legendary divine item to the most unremarkable detritus in the marketplace, the Konosuba franchise is full of weapons and armor. Often, strengths and abilities aren't given, so we've listed distinctive features and when different items were acquired.

### WEAPONS

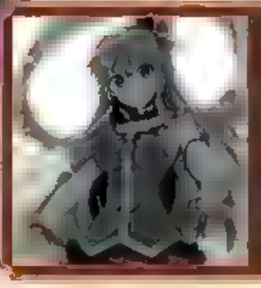
The major weapons are outlined below. Other armaments that don't really get any special moments include axes, greatswords, long swords, halberds, hammers, morningstars, spears, and wands.

| | |
|---|---|
| Chunchunmaru | Kazuma's katana. He special-ordered it from the smith, but then Megumin went and gave it a random name. |
| Gram, the Enchanted Sword | When Mitsurugi wields it, it grants power beyond the limits of a normal person, but for everyone else it's just a regular sword |
| Magic Dagger | Chris's prized weapon. Supposedly worth 400,000 aris if sold |
| Magical Sword | When Kazuma goes after Aqua in *Konosuba*, Vol. 16, Dust gives this to him as a parting gift |
| Rapier | Iris's is elaborately decorated |
| Sharp-Looking Sword | An enchanted sword found among the loot from the vampire in *Konosuba*, Vol. 16. Can only be equipped by Sword Masters |
| [illegible] | The first weapon Kazuma acquires in the other world |
| Silver Dagger | Yunyun's favorite. She buys it from the smithy in Crimson Magic Village in *Explosion*, Vol. 1 |
| Something-caliber | A national treasure and heirloom of the Belzerg royal family. A divine item, it's a sword that protects the wielder (currently Iris) from every kind of status ailment and curse |

### ARMOR

The major armor is outlined below. Other, more ordinary forms of defensive equipment include chain mail and bikini armor, among others. For Aqis in his capacity as a character in the story, please see page 33.

| | |
|---|---|
| Full Plate Mail | Armor Kazuma orders from the smith. Made with Adamantite, this is quality armor, but it turned out Kazuma didn't have the stats to wear it, so he was forced to return it |
| Holy Armor Aigis | A divine item that forms a set with the holy shield Aegis. One of the toughest things in this world, magic and skills have no effect on it, and it automatically heals the wearer's injuries |
| Holy Shield Aegis | A divine item that forms a set with the holy armor Aigis. Chris is looking for it, but hasn't found it yet |
| Leather Breastplate | Kazuma buys this to replace his tracksuit |
| Metal Arm Protectors | Kazuma buys this to replace his tracksuit |
| Metal Shin Guards | Kazuma buys this to replace his tracksuit |
| Pitch-Black Full-Body Armor | Found among the loot from the vampire in *Konosuba*, Vol. 16. Can only be equipped by Crusaders, so Darkness got it |



### OTHER EQUIPMENT

| | |
|---|---|
| Cape | Kazuma calls this "the adventurer's trademark." Has worn it proudly ever since graduating from his tracksuit |
| Darkness's Pendant | Bearing the seal of House Dustiness, this pendant is frequently displayed to prove Darkness's identity |
| Feather Cloak | Aqua's equipment. A holy item imbued with a variety of magic, it prevents all status ailments and is highly durable |
| Iris's Necklace | A magical item that prevents the wearer's MP from leaking out; also an heirloom passed down from one queen of Belzerg to the next |
| Ring that Increases Magical Power | Possessed by the vampire who serves as the dungeon boss in *Konosuba*, Vol. 16, prized by the creature since before he became undead |

### ORICHALCUM
The Holy Armor Aigis is made from this stuff. We can assume that the toughness and the value are both exceptional.

### PAPER MEGUMIN DOLL
AKA "Paperumin." A paper doll that looks like Megumin

### PIECE OF A SEAL
Required to undo the seal on the Dark Goddess Wolbach. Megumin and Komekko both treated it like a puzzle when they were young and ultimately completed it

### PLUSH GENERAL WINTER
One of the prizes at the shooting gallery game. Yunyun tried and failed to get it, so Kazuma won it for her

### POP-POP
A Kazuma-made prototype. Modeled on a buffer material available in Japan

### PROFESSOR BURTON'S *BIOLOGY FOR DOPES*
Written by the biologist Professor Burton, this book went on sale two years ago. It contains information about monster biology, and he'll talk your ear off about it if you give him half a chance. After he became a celebrity for discovering the King Toad, his book turned into a bestseller

### RIDDLE-DISPENSING MAGICAL ITEM
Used in the first of the three Chief's Trials of the Crimson Magic Clan.

### SANDBAG
A new product Kazuma is currently developing. It's a leather bag packed with sand

### SCENT-MASKING POTION
Put it on to make yourself less noticeable to monsters with keen noses. Sold at the Adventurers Guild.

### SCROLL
Grants a magical effect when used. Can allow the use of spells the user doesn't yet know or couldn't ordinarily employ

### SCROLL THAT ILLUMINATES DARK PLACES IF YOU READ IT SOMEWHERE DARK
One of Hyoizaburou's pieces. But it's impossible to read the scroll in total darkness, and even the faintest light to read it by renders it ineffective.

### SILVER ARROW
A new product Kazuma produces when he has too much time on his hands. Works great against demons, undead, and werewolves.

### SKILL-UP POTION
Drink it to gain skill points. Among the necessary ingredients to create it's dragon's blood.

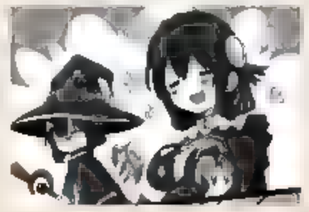
### VITALITY RESTORATION POTION
The recipe is unknown, but since it's assigned in Magical Item Creation class at Crimson Magic Village, it must be relatively simple.

### MAGICAL ITEM OF FAR SIGHT
Located in the Vanirnild Observatory in Crimson Magic Village, it allows one to peek into the Demon King's castle at any time.

### MAGICAL ITEM MADE WITH A MONSTER [redacted]
Banned for being too dangerous, this item summons a monster at random, but the monster cannot be controlled. Karen has one in *Explosion Bonus*, Vol. 1.

### MAGICAL ITEM THAT DETECTS LIES
A bell that works in tandem with magic cast upon an interrogation room to ring whenever a suspect says something untrue. First encountered when Kazuma was arrested in *Konosuba*, Vol. 3 and seen frequently since.

### [redacted]
A very rare metal. When used in a staff, it increases the potency of magic cast with the staff; in addition, it can be used as-is to provide a one-time boost to MP



### MARTIAL ARTS ACTION GENERAL [redacted]
A bit of origami Aqua does with a napkin at a café in the capital. With transforming action!

### MEGAPHONE-LIKE MAGIC ITEM
Basically, just like the megaphones you find in Japan. Works with MP instead of electricity.

### MEMORY-ERASURE POTION
This potion was banned because if you're not lucky, one of the side effects can include being turned into a gibbering idiot. The effect is immediate: upon consumption, the drinker goes unconscious, and when they wake up, they've forgotten things. The amnesia is usually permanent, but Aqua's most powerful healing magic can reverse it.

### MICROPHONE-LIKE MAGIC ITEM
Pretty much like a regular microphone on Earth. Used during the beauty pageant at the Eris Appreciation Festival.

### MONSTER-REPELLENT SMOKE BOMB
Specifics are unknown, but since this item first appeared in *Konosuba*, Vol. 6 when Megumin planned to use it as an aid to help her make a dramatic entrance, we can guess that it must produce some pretty serious smoke.

### MP PURIFIER MACHINE
Details are unknown, but supposedly having one around greatly increases the effect of MP regeneration.

### ILLNESS-HEALING POTION
Relatively difficult to make, but easy enough that Megumin was able to whip one up during her student days. Ingredients include a Fire Drake's liver, mandrake root, and a Duxion's onion. Doesn't sell for much compared to how expensive those ingredients are.

### KOTATSU
A heated table designed by Kazuma. For the heat source, it uses a mineral that heats up when infused with MP (not electricity).

### LIBRARY BOOKS
On the shelves at the Crimson Magic Village school library. Titles include *The Big Book of Forbidden Magical Spells for Making Friends Instantly; How Even a Snail Can Learn to Get Along, Secret Tales of the Birth of the Crimson Magic Clan; The Fall of the Country of Magical Technology; The Dukes of Hell, Vol. 4: The All-Seeing Demon: Rumors Revealed: The Truth About Alternate-World Dwellers Among Us; The Effectiveness of Explosion; The Unfettered Lord; and Fish are Friends.*

### MAGIC MANSION
One of the most valuable magical items around, held by the state. Toss the square object into the air, and a small mansion complete with a monster-repelling barrier will appear

### MAGIC POTION
When consumed, increases the potency of magical spells, or else changes the actual effect of the spell.

### MAGIC SILVER ERIS COIN
One of these is worth one million eris. Kazuma used 2,000 of them to repay the two-billion-eris debt to Alderp.

### MAGICAL BARRIER ITEM
The sealed target is unable to run away, and attacks from both inside and outside are ineffective against it. The effect lasts for about a month. Wiz obtained this in Crimson Magic Village back when she was an adventurer.

### MAGICAL CAMERA
In practice, much like a camera on Earth. Evidently very expensive to rent.

### DIVINE ITEM THAT SUMMONS A MONSTER AT RANDOM
A cheat item that summons a random monster you don't get to pick what it is, but you can then control it without any further price or cost. Alderp got his hands on it after the original owner's death and put it to evil uses. However, because it only grants its full effect to the original owner, there was a cost associated with controlling the summoned monster

### DYNAMITE-LIKE THING (TINYMITE)
An item Kazuma created that replicates the effect of Explosion without using magic. Created by packing earth saturated with an explosive potion into several layers of paper casing and equipping it with a fuse. Light with Kindle. Megumin claims it's no more powerful than blasting magic.

### ERIS BILLS
A form of paper currency used in Belzerg. The exact value of one note is unknown.

### *EVEN A GOBLIN CAN LEARN CELEBRITY LINGO!*
Book Aqua reads in the prologue to *Konosuba*, Vol. 4.

### EXPERIMENTAL PLAYSCATION
A prize from the gachapon machine in the mysterious facility (the Noise Development Bureau) in Crimson Magic Village.

### FLARETITE
One of the minerals that can be mined on the back of a Genbu. Its exact properties are unknown, but apparently it can be sold for a premium.

### FORBIDDEN CRYSTAL
Consumes the wearer's own lifespan to temporarily confer extraordinary magical power. Wiz used it in *Consultation* when she was an adventurer

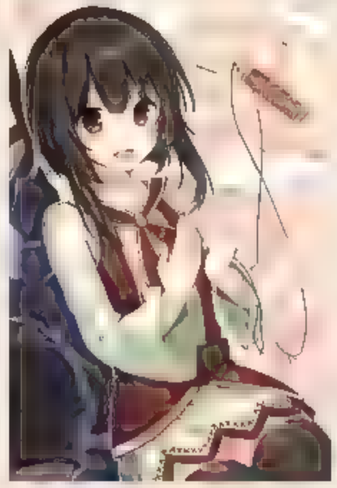
### GAME GIRL
A portable game system that was popular in Japan prior to Kazuma's death. He finds one in the storehouse in Crimson Magic Village

### GODDESS TRANSFORMER ERIS
A bit of origami Aqua does with a napkin at a café in the capital. With removable chest armor and three stages of transforming action!

### [redacted]
Not a special item, just ordinary weed killer. When the Leisure Queen absorbed it, she acted drunk before ultimately expiring.

### HIGHLY EFFECTIVE MEDICINE
A medicine that cures choleran. There are five ingredients, including a Duxion's onion, a mandrake root, a ghost's tears, and the nail of a high-level demon. The final ingredient remains a mystery

### HOLY WATER
Sprinkle it on undead enemies to do major damage. Also, use it on weapons to increase the quality when they're honed, or put it in your food to protect yourself against [redacted]ness. Very versatile stuff. Holy water made by Aqua soaking has become known as "Goddess Juice."



### CRIMSON MAGIC CLAN CHARM
Made using a strand of hair from someone with strong magical power. The one Megumin gives Kazuma includes a strand of not just her hair but Aqua's and Darkness's as well.

### CRYSTAL
A magical crystal that temporarily creates a weak magical barrier. A real magical item that you buy at a real store.

### DEMON KING'S BLOOD
AKA "Demon Blood." A cursed gemstone with evil powers, it lowers the owner's luck and invites catastrophe on them. As such, you should send it to someone you don't like

### DIVINE ITEM THAT CAUSES BODY SWAPS
A necklace, one of two divine items Chris is looking for. When used by anyone other than the original owner it's unable to deploy its full power, so the duration of the swap is limited. Alderp got his hands on it after the owner's death and gave it to Iblice, the first prince of Belzerg, but *he* then gave it to Iris to keep while he was away

# ITEMS

### ADAMANTITE
A mineral so strong it's said that anyone able to break it can count themselves a first-rank adventurer. As far as magical spells go, only Explosion can affect it. An "Adamantite-breaking" stall appeared in Axel at one point. Little-known fact: Adamantite is actually Adamantmoise poop.

### BAMBOO DRAGONFLY
Developed by Kazuma, although Vanir passed on this one. It's just a toy of shaved bamboo, like the ones in Japan, but Kazuma boasts to Iris that it's a high-level magical item imbued with wind magic that can be used an unlimited number of times.

### [redacted]
A magical item that can undo any seal, even one placed by the gods. However, it only works on magical seals.

### BOARD GAME
A game like shogi or chess on Earth. The presence of magic in this world, though, means the rules are just a little different.

### CARD GAME
A game very similar to one that's popular in Japan. You purchase a starter pack with all the basic cards to get going, then buy booster packs in hopes of getting powerful rare cards. Elroad holds tournaments in which gambling is allowed, and brutal decks that have been banned in Japan are perfectly acceptable in Elroad, so if you know the hottest strats, you stand to make a lot of money

### CARRYING CLOTH
Capable of blocking weak magic. Chris brings it to carry the holy armor Aigis.

### *CATCHPHRASES TO HELP YOU NOT DIE*
This book is part of the heritage of the Crimson Magic Clan. Classes at the school in Crimson Magic Village are conducted on the expectation that students have already memorized the content

### [redacted]
Not a person's name but the name of a flower, in flower language. It means "a heart that never gives up." A favorite blossom of both Eris and Chris, it shares its color with their eyes, purple.

### [redacted]
A legendary, hyper-rare mineral that can burn forever. The power source of Destroyer.

was hoping for, but the unit is destroyed before they find it.

### SANTA CLAUS
A cross-carrying demon Kazuma describes to Iris. Brings the gift of despair to all the good little single girls and boys in Japan.

### SEDITION
The crime of which Kazuma was accused after defeating Destroyer. It means being a terrorist or agent of the Demon King who plans to do something that will shake the country's government.

### SILVER-HAIRED THIEF GANG
Alternate name for Chris and Kazuma's "Masked Thief Gang." Since this was the first name Kazuma gave to their pursuers, it's the name by which they're wanted. The bounty stands at 200,000,000 eris.

### SLEEP
A status ailment. Can occur randomly as a result of a Lich's attacks.

### SNYDER
A video game character Aqua raised him like her own child, but he was killed while Kazuma was playing.

### *SPELUNKER*-LIKE
Has its roots in the real Japanese retro game *Spelunker*. Most famous for the main character's exceedingly high mortality rate, *Spelunker* is sometimes said to have the weakest main character in video game history.

### STATS
Refers to an adventurer's capabilities. This includes Strength, Intelligence, Vitality, Magic, Dexterity, Agility, and Luck, all represented by numbers.

### SUKESAN
One of Master Goroukou's personal guards. He reveals his identity after a battle. Roughly on the same level as Claire or Lain.

### UGLY BUG
Creature Megumin suggests Yunyun might have been in a past life. Appears in *Explosion*, Vol. 1.

### WEAPON THAT COULD VERY WELL DESTROY THE WORLD
Sealed away in the underground bunker in Crimson Magic Village. It turns out to be a collection of games and toys created by a Japanese guy who came over to the other world (the same one who created Destroyer) using Noise's research budget. Asked by the higher-ups what he was doing with their money, he improvised and replied that he was creating a weapon that could very well destroy the world.

### WILY CLAUDE
Nickname of a card player in Elroad. Rumor has it he knows how to use trap cards like nobody's business.

### YATARAGASU
A security company that appears in *Consultation*. However, in reality, it's an anti-social force. They attacked the succubi's shop but were repulsed, ultimately being arrested by the police.

### MINESHROOM
A mushroom that explodes when it detects powerful magic nearby. In other words, drop an explosion near one and you can set off a chain reaction.

### THE MMO MONSTER
Kazuma tells Iris this is what he was called during battles in Japan. The "monster" part may not be a compliment.

### MOONGRASS
A mysterious flower said to bloom only once every hundred years. When attending the banquet at the royal castle, some nobles claimed that Darkness is more beautiful even than this flower.

### NOISE, THE MAGICALLY ADVANCED COUNTRY
The nation that created Mobile Fortress Destroyer (and was wiped off the map the moment they did so). Also responsible for the creation of the Crimson Magic Clan, as well as the scary weapons and mysterious items that sleep beneath the village.

### PANIC
A status ailment. Can occur randomly as a result of a Lich's attacks.

### THE PAT-AND-SMILE
I.e., "Pat the head" and "Give 'em a smile." Aqua calls this a "legendary skill," but success rate and effect pretty much depends on your Beauty stat. Kazuma can only really get it to work with Iris, not with anyone else. Mitsurugi has more success, though.

### PETRIFY
A status ailment. Can occur randomly as a result of a Lich's attacks.

### PINK MYURUMYURU-SHELL
A creature that appears in a bit of trivia Aqua picked up somewhere. Although called shells, they're actually related to sea anemones. When in danger, they wind up their shell-like tentacles in a screw shape to help them move quickly.

### POACHING MASTER KAZUMA
One of the names by which Kazuma was known by his online gaming buddies in Japan. Another was "Nothing-But-Luck Kazuma."

### PUPPET POINTS
A means of expressing Serena's ability to control her puppets. Kazuma came up with the name.

### RAILGUN (TEMP NAME)
Weapon developed to oppose Mage Killer. Shaped like a very long rifle, it was being used as a drying pole at the clothing store. Functionality is simple: it stores up magic and then spits it out. But that means the with the Crimson Magic Clan behind it, it can have a serious kick. However, it might not withstand very many uses, including test firings.

### RED DRAGON
As babies, they look like red-eyed lizards about the size of a cat.

### *RISTET*
Game Girl software. This was the title Aqua

### INSTANT DEATH
A status ailment. Can occur randomly as a result of a Lich's attacks.

### IRON WALL MARINETH
Nickname of a card player Kazuma battles in Elroad. Folds in the blink of an eye.

### KAKUSAN
One of Master Goroukou's personal guards. He reveals his identity after a battle. Roughly on the same level as Claire or Lain.

### KHIEL'S DUNGEON
A dungeon with a tragic history; the brilliant Arch-wizard Khiel shut himself up in it with his beloved princess. Now a Lich, Khiel lives in the dungeon's deepest depths. After Khiel returns to heaven, Vanir takes up residence in the dungeon.

### KONAMI CODE
A famous input code associated with the Japanese game company Konami. Used as the code to enter the underground bunker housing the "weapon that could very well destroy the world" in Crimson Magic Village.

### LEVEL DRAIN
A status ailment. Can occur randomly as a result of a Lich's attacks.

### MAGE KILLER
An anti-mage weapon that was sealed away in the underground bunker in Crimson Magic Village. (Not the same as the weapon that could very well destroy the world.) Of special note is that magic has no effect on it.

### MAGIC SEAL
A status ailment. Can occur randomly as a result of a Lich's attacks.

### [redacted]
Monsters in dungeons require this to survive. It's exuded by the boss in the deepest depths of the dungeon and grows more concentrated as you get closer. More powerful monsters require more concentrated mana, while weaker ones actually can't survive where mana is too dense. Hence why enemies get stronger the further you go into a dungeon. Mana is believed to be either the air of heaven or perhaps a physical manifestation of MP.

### [redacted]
Name appears as an example of a game that was popular in Japan. When Aqua says she'll represent Kazuma in court because she "knows all about lawyering," she claims her qualifications include having played this game.

### MASKED THIEF GANG
A righteous thief gang consisting of Chris and Kazuma, with the goal of stealing divine items held by nobles. Kazuma uses this name for the group when things are going well; when things go south, he refers to it as the "Silver-Haired Thief Gang."

### MASTER GOROUKOU
The name of an important politician, which Iris mentions to Kazuma. He had guards named Sukesan and Kakusan, and was accompanied on his travels by a clown named Hachibee.



### ERIS
1. The name of the goddess of luck, worshiped by the Eris Church. If you die on an adventure, she's the one you meet in the heavenly realm.
2. The unit of currency in the other world. One eris roughly equals one yen.

### ERIS APPRECIATION FESTIVAL
A festival in praise of the goddess of good luck, Eris, thanking her that another year has safely passed. Held in Axel every summer.

### EXPLOSIER
A title Kazuma adopts for himself. As he accompanies Megumin on her daily Explosion and begins to learn the differences between better and worse blasts, he starts assigning point totals to them the way a sommelier would with wine.

### EXTRA LIVES
Additional souls possessed by major demons. If the incorporeal body is destroyed, they can spend an extra life to be revived immediately. If their remaining lives reach zero, they're completely annihilated, but others can share extra lives with them.

### FALLEN ANGEL
Has pitch-black wings and can use Holy Magic, despite their name. Additionally, angels who are low enough to fall don't have defined genders.

### FARMING
An age-old technique passed down in the Crimson Magic Clan for raising levels. Once powerful monsters have been cleared out of the vicinity of the village, an adult will Freeze Bind weaker monsters for students to finish off. A form of power leveling.

### GODDESS POINTS
A point system Aqua randomly makes up. If you do something right, you get more points; if you do something wrong, you lose them.

### HALF-DRAGON
Iris imagines this race of people after seeing a performer breathe fire. She pictures it as a humanoid cross between a human and a dragon.

### HAUNTED MANSION
An abandoned house on the outskirts of Axel. Ghosts keep showing up there no matter how many times they're exorcised, which naturally makes it a nightmare for the real estate agent. The problem turns out to be that Aqua put up a spirit barrier around the communal graveyard, and with nowhere else to go, the lost spirits have been congregating at that house. With the problem resolved, Kazuma and his friends start living there.

### HUNTERS' ASSOCIATION
Organization that submits requests to the Guild on behalf of hunters.

### CHIRIMENDONYA
A mysterious establishment in the capital. Some say it's a *donburi* or rice bowl place, but no one is sure.

### CHOLERAN
After a long dormant period in the carrier, it manifests suddenly and quickly infects those nearby. Those who are not the carrier can be cured with healing magic and antidote spells, but the carrier themselves needs a special medicine to recover.

### CHURCH OF THE FLYING SPAGHETTI MONSTER
An example Kazuma gives when talking about Japan's religious views and variety of strange religions.

### CONSULTATION CORNER
Service Vanir runs out of a corner of the Adventurers Guild in *Consultation*.

### CRIMSON MAGIC CLAN
A new weapon devised by the researcher of the magically advanced nation of Noise (the same guy who created Destroyer) to oppose the Demon King—in other words, augmented humans. He solicited volunteers from among the population of Noise, performed surgery on them, and gave them new names. Allegedly, every Crimson Magician is born with a number and a seal tattooed somewhere on their body, in a different location for each one of them. Megumin says hers is somewhere she "can't show other people," while Yunyun regards the whole thing as an "embarrassing secret."

### CURSE
A status ailment. Can occur randomly as a result of a Lich's attacks.

### DARK KATRINA
Nickname of a legendary card player in Elroad. Specializes in lightning-fast combo attacks.

### DEADSCREAM BLOODY MARY
The name Aqua gives to her Leisure Girl (which she originally thought was going to be a mandrake).

### DRAGON CARRIAGE
A carriage (for passengers or cargo) pulled by a dragon rather than a horse.

### DWARF
Encountered in Arcanletia. Comes up to about Kazuma's chest, portly, and has a bushy beard. Classic dwarf, right? But it's an act. The beard's a fake, and he's not even good with his hands.

### EGIL TREES
Name appears as the object of a hunt quest. Apparently, they're bad for the forest.

### ELF
A young man Kazuma meets in Arcanletia, with pale skin, long ears, and green hair. His speech is eloquent and his relationship with the nearby dwarf is bad—in other words, he's the quintessential elf. It turns out it's all an act, though, and behind the scenes he's just another dude. He even wears fake ear attachments in an attempt to look more elfish, because his own ears are round.

## OTHER TERMS

### ABANDONED CASTLE
Stands on a hill north of Axel. Looks haunted, but it's not just ordinary undead who live here—it's the home of Beldia, the Dullahan general of the Demon King.

### *ACE DEFENSE COUNSEL*
Name appears as an example of a game that was popular in Japan. When Aqua says she'll represent Kazuma in court because she "knows all about lawyering," she claims her qualifications include having played this game.

### ADVENTURER
1. The general name for anyone who hunts monsters and so on.
2. A class of adventurer—the weakest class.

### ADVENTURER CARD
A license-sized card issued by the Guild to all registered adventurers. Shows basic info like level and stats, along with monsters defeated, skill points, and available skills.

### ADVENTURERS GUILD
A work placement service, if you will, available in every city in the other world. They help adventurers get jobs and offer various kinds of support. In Axel's case, the same building is home to a tavern.

### ANCIENT LANGUAGE/WRITING
I.e., Japanese. The people of the other world can't read it, but Aqua and Kazuma can.

### ANTI-DEMON KING WANDERING PATROL
AKA the Red-Eye Dead Slayers. Led by Bukkororii, this so-called community watch is just a gang of NEETs. Also sometimes goes by "the Demon King Wandering Patrol."

### ASTROBORG, DEITY OF VIOLENT HUNGER
A name Megumin mentions once when she loses her temper with Komekko, whom she claims must be a reincarnation of this deity.

### BANDITS
An armed band with grizzled beards and grimy outfits. In *Konosuba*, Vol. 9, they finally provide "the sort of fantasy world experience" Kazuma has been looking for, moving him deeply. According to Aqua, the likes of them are even rarer than a Duxion.

### THE BEAST THAT LEADS THE WORLD TO ITS END
I.e., Megumin. This expression is used to describe her in *Explosion Bonus*, Vol. 2 in "serious fantasy light-novel" terms.

### CATAPULT
A weapon normally used in besieging a castle. It was suggested that this weapon might be used against Destroyer, but the idea was rejected because of the target's speed.

### CHARM
Succubus power. They use it to control human women so they won't hurt the succubi.

INTERMISSION COLUMN 3

# DINNER AT KAZUMA'S HOUSE

All kinds of food have crossed Kazuma's dinner table in the course of the series. Here, we look back at Konosuba's many culinary delights, from the richest to the most surprising to Aqua's purified hot water!

Evidently really delicious, and, just like in our world, potentially poisonous. Notwithstanding the danger, Aqua makes a full-course meal out of this thing. Hey, if you get hit with the toxin, she'll just cast an antidote spell on you.

### [redacted]

Noodles handmade by Kazuma after he acquires the Cook skill in vol. 8. Even Darkness, with her refined tastes, rates these highly. Kazuma appears to have cooked other things as well, but we don't have any details.

### SIMPLE TEA (HOT WATER)

Hot water masquerading as tea that Aqua offers to Yunyun. Yunyun appears to have thought Aqua was pranking her. Well, can you blame her?

### SPECKLED CRAB AND CLASSY WINE

A luxury meal sent compliments of Darkness's family. The alcohol is a clear wine like a Japanese sake. Aqua cooks the shell with the remaining crabmeat and pours some wine over it.

### SUGAR WATER

Vanir asked for some of this to give Wiz when she started to fade out. Apparently it has a restorative effect on Liches. Vanir says to "douse her with it," though, so maybe he doesn't plan to have her drink it so much as pour it all over her.

### [redacted]

In vol. 15. Megumin sits on the sofa and drinks this while on high alert.

### TEA (HOT WATER)

Hot water prepared by Aqua when acting as a maid in vol. 11. She pretends that she accidentally changed the tea to hot water while trying to act clumsy, but in reality it was just water all along.

### VEGETABLE CURRY

Megumin mentions this when talking about her family garden in vol. 13.

### VEGETABLES AND HAMBURGER

A dinner item on the table in vol. 7.

in this world too? Or maybe it's actually a Duxion roast. We may never know.

### DUXION SOUP

Eaten in vol. 9. Free-range Duxions, not farmed! Because Duxions grant a large number of experience points, they're an easy way to raise your level.

### [redacted]

What Darkness creates in vol. 11 when, obsessed with Megumin's crawfish meal from vol. 10, she goes hunting for ingredients.

### FRIED EGG

Kazuma eats this for breakfast in vol. 8. Emperor Zel appears intimidated by the sight.

### FRIED EGG W/HAM

A breakfast item on the table in vol. 13.

### FROG STEAK

On the dinner menu for Sylphina in vol. 12. Side note: Aqua seems to get into a lot of trouble when it comes to frogs, when they go hunting them in vol. 13, she gets covered in slime.

### FRUIT ARRANGEMENT

Gift Yunyun brings when she visits Kazuma's house in vol. 13. Presumably, she bought it somewhere in Axel.

### GREEN BEANS

Kazuma eats these as a crunchy side dish in vol. 9. Presumably they can be eaten raw, but chances are he's boiled them with salt or something.

### GREEN TEA

Megumin makes this for Kazuma and the gang after they all calm down from the misapprehension that Sylphina is Darkness's kid in vol. 12.

### GRILLED FISH AND MISO SOUP

A late breakfast Kazuma and Aqua have in vol. 15. Aqua's fish ends up as Chomusuke's meal, though.

### HOT WATER GOING BY THE NAME OF BLACK TEA

Black tea steeped by Aqua. She accidentally purified it the moment she tried to steep it, so it ended up as just ordinary hot water.

### LEFTOVER FISH

Leftovers from the breakfast Kazuma gives Chomusuke. Fish appear to be an ordinary meal in this world. Chomusuke breathed fire at it before nibbling on it. Maybe it was getting cold?

### LEFTOVER WINE FROM THE AFTERPARTY

Wine left over at the after party from the Eris/Aqua Appreciation Festival in vol. 8. Aqua claims it.

### LIME-LIKE THING AND SNACK

Aqua uses these to accompany some alcohol in vol. 9. The lime-like thing is sour, just like the ones in Kazuma's world.

### LUXURY NEROID-BASED DRINK

An alcohol Kazuma drinks thinking it's champagne. Because there's no such thing as carbonation in this world, most fizzy drinks involve Neroids in some way.

### PARADISE BLOWFISH

According to Aqua, "the king of blowfish."

### BIG OL' CHOCOLATE

What Komekko finds hidden away on a shelf in vol. 11 when she barricades herself in the kitchen. Easy to picture it becoming her snack.

### [redacted]

Black tea steeped by Darkness. She considers steeping tea to be one thing at which she's actually quite good; she even bragged about her abilities to Kazuma.

### BRIBES FOR KOMEKKO

Food Darkness and Aqua give to Komekko (read: bribe her with) in vol. 11. Includes rice sweets, dessert, and so on.

### [redacted]

Kazuma bogarts some of this for himself while leading a dissolute lifestyle at the royal capital. How he managed to bring some back to Axel without his memories is unclear.

### CHICKEN NUGGETS

Showed up at lunch in vol. 2. Someone at the mansion must have made them, but it's not clear who, or how they got that crunch.

### [redacted]

Exactly what it says. Consume it for a serious experience boost, but eater beware: it tastes awful. When Yunyun tries it, she mistakes the terrible flavor for a prank and bursts into tears. That's how bad it is.

### DUCK ROAST

The lunch menu at some point after the puppet curse is broken. Maybe there are normal ducks

INTERVIEW

# Natsume Akatsuki x Kurone Mishima Special Interview

## Kazuma's Party

**——For starters, let's talk about the protagonist, Kazuma. What kind of image do you both have of him in your minds?**

**Kurone Mishima:** Uh, for one thing, I'd like to know why Kazuma even is the protagonist (*laughs*).

**Natsume Akatsuki:** Why's Kazuma the protagonist? Uh, just because. When I started *Konosuba* as a web novel, Kazuma was actually older; it also said he "likes 20-year-old kids (?)" He was even more despicable than he is now (*laughs*). But I just thought it would be interesting to make a completely worthless human being my main character and see what happened.

**M:** When I first saw Kazuma, I remember thinking, "Are we going to be all right, with a main character like this?" (*laughs*). I'd never seen a leading man like him... Anyway, as far as the character design, I'd heard he was supposed to look "not too cool," so I drew him as someone who didn't necessarily look like a light-novel protagonist.

**A:** I was actually happy to see that he'd turned out as a fairly decent-looking young man. The Kazuma of the web novel was really just too much of a piece of trash, and I was glad the character design walked it back a little (*laughs*). The WN Kazuma was the type who would try to show how good he was at a game by playing against kids in the park, and being like "Am I great at this, or what?" the whole time.

**M:** Gee, now I kind of wish I'd taken a stab at drawing *that* guy (*laughs*).

**——Any "Kazuma moments" especially stand out in your mind? Tell us about them.**

**A:** I love all the stories I wrote! (Just so no one gets upset!) (*Laughs*)

**M:** One thing I like that runs all the way through the work is how Kazuma always starts out like "What a pain!" but then by the end he comes around to "Guess I've got no choice" and helps out. That's something I've enjoyed all throughout the series.

**A:** He's a *tsundere* at heart.

**M:** (*Laughs*)

**A:** There are episodes where Kazuma does change on some level, like when Megumin confesses how she feels about him, but I've been careful not to alter who he is deep down.

**M:** Yeah, I definitely don't think he's changed, not in any fundamental way. So I've tried to do the same with the illustrations—there's some evolution in the style, but the basic approach has never changed.

**——Akatsuki-san, does Kazuma resemble you in any way?**

**A:** Readers ask me that question all the time. I wonder if I'm really that far gone (*laughs*). I guess we do share something in that we both tend toward being NEETs.

**——Tell us about your image of Aqua.**

**A:** At the time, *isekai* [other world] stories, where the main character gets hit by a truck, dies, and is reincarnated somewhere else with some incredible power, were all the rage in the web novel scene. There was so many of those stories. So I thought, why not give it a little twist? At first, I wrote Aqua as a character who would give the protagonist headaches—but as I went along, I realized it would be faster just to say, "She was behind it all," and I started to tinker with her personality, until we arrived at where we are today.

**M:** So she was a troublemaker (*laughs*).

**A:** She was actually older than Kazuma at first. She was this totally incapable, hopeless older-girl type. A lot of that is still there (*laughs*).

**M:** When I was designing her, I didn't try to make her especially goddess-like. Sure, she wears a feather cloak, but when I read *Konosuba* for the first time, I felt Aqua was a kind of frenetic character, and making her stand out as too *look-at-me-I'm-a-goddess* would be a waste. So instead, I gave her a short skirt and some metallic touches on her outfit... By the way, her hair ornament is in the shape of a water molecule. Really, though, Aqua manifested herself to me (as it were) very readily, so I didn't worry too much about her design.

**A:** Was there a character who gave you a lot of trouble?

**M:** Believe it or not, Darkness! I heard she was supposed to be a major masochist, and I was like, "How do I show that?" But she's also a knight, so I thought, "What if she wore almost no armor?" Rather than being set up for protection, she would wear just *parts* of a suit of armor, so that if an enemy attack hit, she'd really feel it... (*laughs*). I thought it would be funny if she went charging straight into every battle even though she was hardly wearing any armor, and that's what influenced my design.

**A:** Early on, there was some sentiment that we should make her the sexy character. People were advocating for bikini armor. But I couldn't quite bring myself to do it (*laughs*).

**M:** When you get right down to it, Darkness *is* a noble, so I don't think she would wear anything *too* provocative.

**A:** Of the three of them, Darkness was the first character I'd created that I thought, "Please don't die!" So I wanted her to wear *some* armor. I think your design absolutely nailed it. At the same time, though, a powerful knight would win battles too easily, so I decided her attacks never land. Coming up with a reason for that was hard, though. My first thought was that maybe she was under a curse. Maybe something that had her hallucinating all the time, like Dazzle in *Dragon Quest*. But then, this crew being what it was, realized Aqua would just break any curse... So that's where the masochist thing came from. It emerged organically, if you will, from my desire for a little bit of consistency. I really hadn't given Darkness that much thought when I first created her.

**M:** Right... (*Laughs*)

**A:** She's acquired a lot of different characteristics as the story has gone on, though. For example, she's a divorcée now...

**M:** Yeah, there's a lot more going on with her than there was in volume 1. By the way, she doesn't have a daddy complex, does she?

**A:** I don't know, I think she kind of admits to it in the end, maybe.

**——Any favorite Darkness memories?**

**A:** I like the part where she gets shot down in volume 12.

**M:** That's one of my favorites, too. I thought Darkness was so cute in volume 12!

**A:** Darkness is the most young lady-ish, like, the most maidenly of the characters. So she says the strangest things! (*Laughs*). You could say she's the purest of those four characters.

**M:** Darkness's personal feelings really come to the fore in volume 12, and I was struck by how different she seemed from the image I'd had of her up until that point. I just loved drawing "maidenly Darkness"!

**——One of the most memorable things about Darkness is the huge range of clothing she wears.**

**M:** Well, she's from the nobility, so I figured she would have lots of clothes.

**A:** Compare that to Megumin, who has, what, two or three outfits, tops? She just switches back and forth between her daily wear and that one-piece dress.

**——Let's talk about Megumin. What's your image of her?**

**A:** When I was building Kazuma's party, I thought of the four of them as being basically like a party from *Dragon Quest*. You've got the hero, the warrior, the priest, and the wizard—but bad. They've all got some kind of catch. With Megumin, it was Kaboom, in other words, Explosion. Practically speaking, it ended up working a lot like Magic Burst: she fires it off and she can't use it again, and also she charges in with it regardless of what anybody says. That's the catch with Megumin. Oh, and I guess the fact that she's an edgelord. I kind of figured any wizard would be.

**M:** You know, Megumin actually had long hair at first! But then, when I lined up the girl characters, I realized they *all* had long hair. Obviously I needed to think about the balance of the appearances of the characters, and Megumin had a sort of boyish streak, so she ended up with short hair. Meanwhile, I'd been told to use blue for Aqua, so I thought, "Let's have a color for each member of the party," and that's how Megumin became associated with red. I gave her that edgelord touch by adding the bandage, eyepatch, and fingerless gloves (*laughs*). Like Aqua, I didn't have to fret too much about Megumin's design.

**A:** Come to think of it, a lot of the reader questions for this book were about Megumin's hat.

**M:** It's simple: I thought it would be cute! (*Laughs*)

**A:** One of my favorite moments with Megumin is the last scene of volume 16. Writing the web novel, I mean, I'd never planned for it to go on as long as it did, but I had my heart set on at least having them attack the castle. As a character, Megumin was created for that purpose, so it was great to be able to write that scene. When I had Wiz stock up on a bunch of manatite, that was some foreshadowing of that moment, and when I got to pay off that setup, man, it felt good! When the bunch-of-manatite thing came up in the web version, one reader actually commented, "I'll bet you could set off a whole bunch of explosions with that much manatite." I remember explaining the situation to them and then deleting the comment.

**M:** I did a bunch of drafts for the picture of Megumin hugging Kazuma, trying different approaches, but I settled on making sure it was a full-body shot. Showing only the top half of the picture seemed like it would defeat the point. I struggled with Kazuma's expression, though! Again, I tried a lot of different things, but in the end I figured a sort of fond "Yeah, yeah, I know" look was the way to go. If it communicates that he cares about Megumin very much, I'll be happy.

**A:** He's like, "Ah, fine, bring it in," it's fantastic.

**M:** Thanks so much. I do think, though, that other than her magic, Megumin is the most ordinary and sensible of the lot (*laughs*).

**A:** I think Kazuma, Aqua, and Darkness each think *they're* the sane one in the party. Megumin, though, she was always a sort of "solo player" at heart, but since she uses Explosion, she *needs* a party. She wound up in a group for that reason, but by the end, she cherishes the party more than anyone else. Everyone in this party has some flaw, but I wrote it so they—well, maybe they don't grow, exactly, but they change.

**——Was the Crimson Magic Clan part of the plan from the beginning?**

**A:** No, you know, I hadn't really fleshed them out very much. I knew they were augmented humans and that they'd been created by a Japanese person, but that was about it. I made up the details when I started writing *An Explosion on This Wonderful World!*

**——Tell us, Akatsuki-sensei, do you have a thing for hopeless older-girl types like Aqua?**

**A:** No, definitely not! (*Laughs*) Personally, I'm much more fond of a Darkness or a Megumin! Although I think I could be good friends with an Aqua.

**M:** So you could be friends, but you wouldn't want to date her, huh? (*Laughs*)

**A:** You got it.

## The Axis Church

**——How did the idea for the Axis Church come about?**

**A:** The Axis Church started with the thought, "What if there was a church for NEETs?" Kazuma and Aqua fight all the time, but deep down, they're exactly the same, so I think Kazuma would actually make a really good Axis follower.

**M:** Somewhere deep down, they're really compatible (*laughs*).

**A:** Even if Kazuma doesn't want to admit it.

**——Talk to us about the design of Cecily and other Axis characters.**

**M:** I thought what made these characters interesting was that they looked perfectly normal, but then talked like total nutcases, so I avoided giving them these outrageous appearances.

**A:** Right, if they looked too weird, they'd have trouble blending in (*laughs*).

**M:** You never know—that shopkeeper could be an Axis follower! If they were too distinctive, you'd say, "Oh, he's with *them*," You'd know right away.

**A:** And it would make it harder for them to blame the bad things they do on Eris followers.

**M:** Yeah, we have to make sure they can do that (*laughs*).

**A:** Axis followers worship the goddess Aqua, but while they might look stupid at first glance, I think they're actually pretty smart. They're just going the wrong direction in life.

## Konosuba Rules

**——This one's for Akatsuki-sensei. When you're writing Konosuba, what kinds of rules do you have?**

**A:** Well, for one thing, Kazuma will absolutely never kill anybody. And Aqua will never get involved in the sexy stuff. So she also never catches a lucky peek of anyone. Honestly, Aqua is the character I have to be most careful about when I'm writing. It's tough to manage the aggro—one wrong move and she just turns into an obnoxious child, but by the same token, if I torment her too much, you start to feel bad for her. So I'm always careful to have her provoke whatever comeuppance she gets. It's a tough balance to strike. Then there's Megumin— I have to watch out that she doesn't become too much of a street-punk type (*laughs*).

**M:** Street punk!? (*Laughs*)

**A:** She does like to pick a fight... So with her, I always make sure there's at least some kind of reason for her to get involved, otherwise, she stays out of it. And Darkness, I just have to make sure she doesn't wind up as nothing more than a perv! (*Laughs*) Actually, she might be the trickiest character to handle. Because of the way she'll say she wants things, but then when they happen, she gets upset or embarrassed.

**M:** You're actually quite thoughtful about all the characters (*laughs*).

**A:** I guess (*laughs*). Sometimes as I'm writing, with the volumes piling up, I think to myself, "Why did I create all these characters who are such a pain to write?" And I really have to wrack my brain to give them things to do.

**M:** I think it just shows how alive the characters are.

**A:** My life might have been easier if they had slightly fewer personal failings. But then maybe they wouldn't have become as beloved as they are. It's complicated. At the very least, though, I should probably have made the protagonist a little stronger. Although then you get into a situation where the main character just solves every problem himself.

**——How about non-party members?**

**A:** Well, Wiz, for example, she absolutely believes that the products she stocks are good things. But because her special skill is to get poorer the harder she works, well... You see how it turns out. Dust is the same way; deep in his heart he's a very serious character, but events in his past drove him to become an adventurer, and it's taken over his personality. Now he's exactly the opposite of how he started out. Things like that.

**——Mishima-sensei, do you have any "rules" when drawing the characters?**

**M:** I try to keep everyone looking lively. The female characters, they're *bishoujo* types... but not too *bishoujo*. Instead, I favor having them look sprightly and active. I have to say, Akatsuki-sensei seems to like girls who are more than just beautiful. Still, I have to admit I was a little lost early on, maybe (*laughs*). By the end, I'd started to understand the rhythm of the story, and I think I was more able to get at that sense of life in the illustrations. For another thing, I try not to let Kazuma turn into too much of a devil. Deep down inside, he's pure...uh, I think.

## Favorite Characters

**——Akatsuki-sensei, you've mentioned before that Dust is one of your favorite characters.**

**A:** Yeah, I do, I like Dust. Vanir too.

**M:** He's a real jokester, but underneath that... well, he's a piece of trash (*laughs*). The truth is, though, there's a coolness to him, something that goes beyond that piece-of-trash-ness. Vanir, too: one of the great things about him is that even though he can see everything, there's still room for him to joke around.

**A:** Which character do you like, Mishima-sensei?

**M:** I'm a Wiz fan! It's the haplessness and the constant failure that get me. And I just love how in *Masked Demon*, it turns out she used to be way powerful.

**A:** I absolutely loved the illustrations for *Masked Demon*! The one of Wiz as a little girl in the afterword was especially great.

**M:** When I read the scene that illustration sprang from, I immediately thought to myself, "Ah, I think this would be the look on her face..."

**——Speaking of favorite characters, at the end of 2019, there was a vote...**

**A:** Ahh, you mean the one Aqua cheated in? (*Laughs*) She had, like, an entire extra digit...I seem to remember one click was worth fifty points, right?

**——Any of the character rankings surprise you?**

**M:** I was surprised to see Chomusuke come in at number eleven (*laughs*).

**A:** And Giant Toad was unexpectedly popular. Thirteenth! An awful lot of characters lost out to a big frog (*laughs*). But then again, I guess Giant Toad even had a cameo in *Isekai Quartet*.

**M:** People like Giant Toad.

**A:** Destroyer also ranked pretty high. And I'm impressed with how well Serena did, considering she hasn't been around for very long.

**M:** I think out of all the Demon King's generals, I feel the most for Serena. She's suffered so much.

**A:** I admit, in volume 16 I thought to myself, "Have I overdone it? Will anybody say anything?" But no. Nobody said anything. I was just glad to be able to write it the way I wanted.

**M:** Then there's Kazuma...seventh place (*laughs*).

**A:** Plus, if you put the votes for Eris and Chris together, they would come in third, higher than Darkness. But doing that would be a spoiler, and anyway, combining the votes... It seems like something

people would object to.

**M:** And Iris... ooh, that was close.

**A:** If they did a third season of the anime, maybe that would change (*laughs*).

**M:** As for where Darkness finished... Well, maybe she'd be happy that way? (*Laughs*)

## Questions for Each Other

**——Since we have you here for this discussion, it seems like a good time to find out if there are any questions the two of you would like to ask each other.**

**A:** I want to know how you can draw so fast.

**M:** Me, fast?

**A:** I remember finishing my draft, and the job going out to you at your studio. They said it was only XX weeks until the deadline. S-san, who was the editor at Sneaker Bunko at the time, said to me, "Don't get the idea that Mishima-sensei is a standard you can apply to anyone else, okay?"

**M:** I'm afraid that's turning into my regular schedule these days. (*Laughs*) But ultimately, I think it's because I have fun doing the illustrations.

**A:** We were having a meeting about the movie, and there was a whiteboard there, so you dashed off an illustration. And a photo shoot pretty much broke out! (*Laughs*) It was like some kind of live meet-and-greet.

**M:** I think part of it is that once I start drawing, I just can't stop. And since Konosuba has been ongoing, it gets easier and easier to do the illustrations. When you have to create the designs from scratch, it just takes time, but I've gotten pretty used to drawing the Konosuba cast, I think. Honestly, I don't feel like I do anything special... (*Laughs*) Let me ask you: you once said that you write the drafts lying down, is that still true?

**A:** I've progressed lately! I used to sit on the couch and do my writing via dictation, but it does result in a lot of typos, so now I've got a reclining chair with a little table on the arm, so I can type on a laptop computer while lying down.

**M:** Awesome!

**A:** I think I'm one step closer to mastering the art of being a worthless human being (*laughs*). I've also got a standing table so that I can stand up if my lower back starts to hurt. I do have a proper chair and desk, as well.

**M:** Ever since I first heard you mention writing an entire novel using dictation, I always thought it was the coolest thing.

**A:** Lots of people have suggested I should do a "live writing session." S-san even told me he wanted to hear how it sounds when I dictate "Explosion!" (*Laugh*) But that was the whole reason I had to move out of my last apartment.

**M:** Ah...

**A:** The walls were thin, and the neighbors had to listen to a full-grown adult man yammering girl-character lines in the middle of the night. I'm sure it was awful.

**M:** Do you just speak normally, smoothly, when using dictation?

**A:** Uh, yeah... smoothly...(*Laughs*)

**M:** Now I'm curious (*laughs*).

**A:** Different software has different degrees of accuracy, too, so I tried a number of different things. In the end, Google Docs had the best accuracy. The fewest incorrect characters, too. One day, when they finally come out with a VR solution, you know, some machine that attaches directly to your brain, I'll be the first in line to buy it.

**M:** Seems like there'd be a lot of interference... (*Laughs*)

**A:** Yeah, just writing normally is best. But when my hips or back started hurting but I still had to work, dictation was a lifesaver. Besides, saying the words out loud helps make your dialogue more natural. Even if it is all in the service of becoming an ever more worthless human being. (*Laughs*)

**——Do you have a style you go for when writing the drafts, Sensei?**

**A:** Once I manage to get started, I just write the whole thing in one big burst. During the web novel days, the readers were happiest if you updated every day, so I would set aside a time to write and churn out five to ten thousand characters. I would look at all the comments I got, too, and try to respond... In my own way, I even had a strategy for when I posted. Other popular works updated at specific times, so I tried to update at a different time (*laughs*).

## Onward to the Climax

**——Is there anything you'd like to say to your readers as you head into the final volume?**

**A:** I'll try to write a conclusion that makes all my faithful readers glad they stuck with *Konosuba* this long.

**M:** Six (or is that seven!?) years after I started working on Konosuba, I've finally sat down for a roundtable with Akatsuki-sensei for the first time. I heard some stories I've never heard before; it was inspiring! It's thanks to all the readers that we even have this chance, and I would be thrilled if the fans continue to love Konosuba forever!

# READER QUESTIONS

**——What are your feelings about Konosuba as a work? (Kuroma-san & Atarai-san)**

**A:** I'm so deeply invested in it. I'm now writing other things besides Konosuba, and maybe I'll write even more things in the future, but Konosuba is always going to be the work by which I identify myself.

**M:** Yeah, I definitely think it will be. This series made a lot of dreams come true for you.

**——Akatsuki-sensei, what's changed the most for you because of writing this series? (Kuroma-san & Atarai-san)**

**A:** It's got to be that from now on, anything I write is going to be compared to Konosuba. People are already saying that my other works are "basically a rip-off of Konosuba..." (*Laughs*) How can I rip it off? It's my own work!

**——Were the character designs created with the "theme colors" in mind? (Tenma-san)**

**M:** When I put the four main characters together, I realized the colors would give them some visual balance.

**——Is there anything you do to get fresh "input" when designing the story, world, or characters? (Aadorii-san)**

**A:** Play a lot! Getting in touch with the most popular manga and games and such is never a bad thing.

**M:** Just think really hard. I don't try to focus on anything in particular.

**——Are there any manga, dramas, or novels you're particularly interested in? (Eru-san)**

**A:** I like *Drifters* a lot. And I always try to keep abreast of whatever's popular.

**M:** I try to get my hands on the latest games and manga, along with anything else I think might inspire me.

**—— How long does it take you to write a volume of the novel? (Kuroma-san)**

**A:** It's all over the place. In the web novel days, I was posting on a daily basis, so it was like the deadlines were after me every single day (*laughs*).

**——Tell us about the best thing that's happened to you since the birth of Konosuba! (Eru-san)**

**A:** I'm less constantly ashamed of myself. (*Laughs*) I'm no longer afraid of family get-togethers, that's a big one.

**M:** I was thrilled that we made some fans who were in elementary school. Having them read Konosuba during reading time? It's great.

**——I've noticed some bits of Kazuma's and Megumin's outfits and equipment that seem to resemble each other. Is this intentional? (TOKI-san)**

**M:** No, not really. Both designs spring from the time period and the kind of world they're in.

**—— Could you break down Aqua's clothing, hairstyle, and hair accessories for us? (Eru-san)**

**M:** I guess you could analyze her clothes? She could take the ribbon off. Her hair is run through the accessories she wears in it.

**——Doesn't Aqua get cold, dressed like that? (Shiro-Kuro Lion AA-san)**

**A:** I should think so!

**M:** She does say at one point that she's not going to move from in front of the fireplace!

**——Does Megumin's dress have some kind of invisible string holding it up? (Aomenou-san)**

**A:** Yeah, I mean, she's pretty flat... (*Laughs*)

**M:** Uhh... Uhhh. It's fantasy.

**——How does Darkness get that ponytail? (Bell-san)**

**M:** First, she braids it, then wraps it around.

**A:** Those poor maids!

**——Why is Iris's hair accessory a bunch of grapes? (kaiwa-san, Koushi.F-san)**

**M:** Because then if she gets hungry, they're right there! (*Laughs*)

**A:** They might actually be pretty strong in a bundle like that.

**——What does Wiz wear under her robes? (Aadorii-san)**

**M:** Come to think of it, I've never drawn that. She always seems to be in three-quarter-length clothing.

# BONUS SHORT STORY & BONUS MANGA

## Dungeon Masters Have It Rough

"Emergency. Emergency! All adventurers, please report to the Adventurers Guild immediately! I repeat. All adventurers, please report to the Adventurers Guild immediately!"

The abrupt announcement caused me to look up from where I was lying on the sofa, playing with Chomusuke. "You hear that? It's an emergency. Anyone want to go down to the Guild and see what's up?" I looked at the two girls sitting at the table playing a card game.

"I'll pass," Aqua said. "Megumin and I are in the heat of combat right now, and I've got a great hand. I sacrifice two kobolds to the graveyard to summon a Kobold Hero!"

"In that case, I sacrifice my storied Arch-wizard and my Demon Ring to summon a Penurious Lich. There are no cracks in the armor of my all-powerful Wizard deck! And because things are going so well, I, too, shall pass on going to the Guild."

Darkness, who had been watching the game, jumped to her feet. "You're adventurers! Stop being ridiculous and get's go to the Guild! It's an emergency—I'm sure Axel is in some terrible danger. We haven't so much as lifted a finger around here lately—the least we could do is act like adventurers every once in a while!"

"I've got you now, Megumin! I summon the Penurious Lich's mortal enemy, the Freshly Promoted Kobold! If your Lich can't repay her debt, she dies!"

"...I? Could it be—Aqua using a trap card...!?"

I waved at Darkness with her seriousness. "Sounds good; you go take care of it, then. I'll be here, holding down the fort so you can come home anytime if things get hairy. Oh, and could you pick up something for dinner on your way back?"

Darkness kept raising an eyebrow higher and higher, until finally she slammed her fist on the table with a *bang*. "Enough stupidity, we're going! Aqua, Megumin, get your things!"

"Waaaaahhhh! No fair, Darkness, the game was going really well for me for once!"

"Now that the cards have been scattered everywhere, I suppose we have no choice. We can call today a draw. Come now, Aqua, let us go to the Guild." Megumin, apparently seeing that the momentum was against her, tried to calm Aqua down at the same time as she picked up the cards that had fallen on the carpet.

"How is it a draw? I was about to win! I only ever seem to get kobolds from my card packs, but I was finally about to win a game! Apologize, Darkness! Apologize to me and my kobold deck!"

"S-sorry, I shouldn't have interrupted your game. On the way back, I'll buy you a new card pack, so please let it go... Come on, Kazuma, let's get moving!"

"Aww..."

I found myself heading reluctantly for the Guild, all but dragged along by Darkness.

When we got to the Guild, we found a bunch of adventurers already there. When the receptionist saw us, she beckoned us over.

"Hey, Aqua, she's waving at you. Go see what she wants."

"It can't be me. I haven't left the house recently. It must be Megumin or Darkness."

"I, too, have lately refrained from picking fights or setting off magic where I'm not supposed to, so it must be Darkness."

"Me? I'm the most sane person here, I'm sure of it!"

The receptionist must have gotten impatient waiting for us to go over to her, because she came to us instead. "I don't know what you're so worried about, Mr. Satou," she said, "but may I have a moment? I'm sure you heard the emergency announcement... It's because a dungeon has appeared right next door to Axel."

On Earth, the term "dungeon" comes from the underground chambers or jail of a castle, but in this world, the word can refer to any labyrinth created by a powerful wizard or monster. They don't have to be underground, either; they might take the form of castles or even towers.

"I get it. You wanted the greatest adventuring party in Axel—us—to take care of it, right?"

"No. To the extent that no monsters are emerging from the dungeon, we aren't in any particular hurry to tackle it."

*Huh?*

"This dungeon, well... It's not a subterranean maze, but is in the form of a tower..." Her eyes drifted toward Megumin, and I immediately knew exactly what she was thinking.

"Hey, I demand that you tell me why everyone is looking at me!"

"She's telling you adventurers are going to be entering that dungeon, and they don't want you to blow it up with people inside."

Megumin's eyes flashed red with anger. "What do you take me for!? Of course I would make sure there wasn't anyone inside before using Explosion on a dungeon! Even I have that much sense!"

"We don't want you to use any Explosions on it at all until it's been thoroughly explored! There might be loot or magic items to find in there, so please leave the tower intact until we know!"

I turned away from the argument brewing between Megumin and the receptionist, looking around the Guild instead. I'd expected a gloomier atmosphere considering this was an emergency summons, but for some reason everyone seemed downright enthusiastic as they ginned up plans to attack the tower.

"Everyone seems pretty pleased about this," I said. "Is an untouched dungeon really that big a deal?"

"Well, sure," Darkness said. "Exactly how hard a dungeon is will depend on the strength of the Dungeon Master, but there's always treasure in one of those things. At the very least, they can hope to earn plenty of gold by slaying monsters."

"Kazuma, Kazuma," Aqua said uneasily. "I think I'm going to sit this one out, okay? Ever since I was traumatized by a certain someone, I've decided not to go into any dungeon without a guaranteed reward."

"Yeah, I'm staying home too. I have plenty of money to live on without doing anything dangerous, and besides, between the way you're practically an undead magnet and the fact that Megumin can't use her Explosion, making her pretty worthless, we're just about the worst party in the world to tackle this thing."

"Hey, I shall have you stop calling me worthless! If there is a tower-type dungeon that is even remotely destructible, I am your wizard!"

It was looking like I would need to keep a close eye on her until everyone else was done with the dungeon.

"Anyway, all the other adventurers are fired up about this—let's just wait it out at home." Yeah, sometimes it could be nice just to relax and let others handle things. "When you think about it, Dungeon Masters really have it made. They get to be total



shut-ins and call it their job. I'm kind of jealous."

"You're jealous of a Dungeon Master? Kazuma, that's lower than even I expected you to go," Aqua said, watching me with a look that might have been disgust or might have been total respect. Either way, it was time to go home. Admittedly, we already spent most of our time holed up in our house, but anyway, we could take it easy for a while now...

"And for that reason, I hereby ask *you*, good sir, to be our Dungeon Advisor!"

I knew it. I knew that whenever trouble happened in this town, it usually had to do with someone I knew.

I looked at Vanir, who had shown up at my house, hung my head, and heaved a sigh. "What would I do that for? About this dungeon—is it the one you were dreaming of for so long? Does that mean Wiz built it?"

"No, no, an acquaintance of mine constructed this dungeon. She thought she would start by gaining some experience against weaker adventurers, then try to step up to being a big-league Dungeon Master."

Three days had passed since the dungeon had appeared. The tower looked to have about twenty floors, and work on it was going pretty well, notwithstanding the crimson-eyed wizard who kept lurking about near the place.

"Ohhh, I get it. She thought we'd be easy marks because this is the beginner town, but those adventurers were stronger than she expected, and she went crying to you for help, huh? But how do I fit in?"

"I know of no man more underhanded and cruel than yourself... Ooh! Thank you, but there's no need to go out of your way to generate bad vibes for my sake."

This guy had quite a mouth on him considering he was asking for a favor. It didn't matter, anyway; I wanted nothing to do with a dungeon built by any acquaintance of some demon.

"Fraid I can't," I said. "I'm an adventurer too, after all. Sorry, but try someone else."

"What if I told you that the advisor's compensation is a dream in which he gets to see the succubi *really* strut their stuff?"

■

"My advisor is a human...?"

The Dungeon Master turned out to be a Medusa. No hair, just snakes—and no attempt to hide her mistrust of me as a human, either.

"Fret not, for I, the All Seeing Demon, declare: several days from now, you shall be addressing this meager human punk as Teacher."

"...Yeah, that won't be happening, but anyway, if you trust him, Lord Vanir, that's good enough for me. You there, human. If you can't help me, I'll turn you to stone and put you out with the trash." After I accepted Vanir's job offer, he'd brought me to the uppermost floor of the tower and introduced me to the Dungeon Master, but she seemed set on acting prickly right from the start.

"...Says the person who went crying to Vanir because she couldn't deal with some newbie adventurers."

"Wh-what was that!?" The Medusa bared her teeth at my unintentional slip of the truth. But I'd confronted a whole list of big, bad monsters. I wasn't afraid of any Medusa.

"O boy who speaks boldly, all the while hiding behind me, it seems you're on an adventuring party has intruded upon the tower."

I peeked out from behind Vanir, looking at the crystal ball in the center of the room. I'd didn't know how it worked, but it let us see what the intruders were doing.

"Okay, first question," I said. "Why aren't there any traps?"

"Traps? I have traps. The treasure chests in several of the rooms are booby-trapped, there are some pits in a few of the hallways, even a crossbow here and there..."

The Medusa looked dubious, but I pointed to the tower entrance. "I don't mean *in* the dungeon, I mean outside of it. Look, once you're in a dungeon, of course you'd be on the lookout. So how about an explosion trap somewhere outside, like maybe where everyone's camping out each night? And there's only one entrance, so why not have the entire floor drop away the instant you come inside or something?"

The Medusa was silent for a moment, then she said unhappily, "The entrance-floor trap, maybe, but hitting everyone while they're still outside seems...wrong, somehow..."

"As the Dungeon Master, these intruders are after your life, understand? In a world of kill or be killed, you can't afford to be soft. Let me tell you what I'd do if were tackling this dungeon. I'd block off the entrance and then set a fire to smoke you out, or I'd get a bunch of wizards to slowly bury you with earth magic, or maybe pelt you with explosions."

"Lord Vanir, is this guy really a human? You sure he's not a demon in human form?"

"Please, give demons a little credit. We aren't *that* awful."

Hey, I didn't have to stand here and take this from a Medusa Dungeon Master and a demon. "All right, forget about me, the point is we have to deal with these intruders, right? Look, they've practically cleared the first floor already."

"What!? How do they always do that so easily? This is supposed to be the beginner town! I even put a Kobold Hero in front of the staircase to the second floor, and *still*—!"

A Kobold Hero was an advanced variant of the kobold that could give even intermediate adventurers a run for their money.

"Pretty sure the people in that party are past Level 40," I said.

"Then what the hell are they doing here!? They should be in the last dungeon or something!" The Medusa was getting angrier and angrier at her crystal ball. Finally she got it together, although she looked a little pale. "Uh, that Level 40 business was just a joke, right? I mean, Axel is supposed to be a beginner town..."

"They aren't the only ones. You can't throw a rock around here without hitting someone who's Level 30-plus. Hey, if you just let them do their thing down there, they really are gonna get you."

The Medusa looked at Vanir, almost in tears, but it didn't look like he was interested in helping; he was just watching the adventurers through the crystal ball.

"Okay, it looks like I'd better step up and advise, here. But it's too late to make any meaningful changes to the dungeon layout now. What we have to do is sow a little discord. Split up the party."

"S-split them up? It can't be that easy to drive a wedge into an experienced, mutually trusting..."

Before the Medusa could finish, I took out my reward, which Vanir had given me in advance: a ticket inscribed *Serious Succubus Service—Admit One*. I tore one off and held it out to her.

"...Are you making fun of me?" the Medusa asked.

"No way. Believe me, it kills me to do this. If that ticket hadn't been part of a set of ten, I'd have left this tower to rot without a second thought."

The Medusa took it hesitantly. "...Um, do you think you could

et go of it? What do you plan to do w th this, anyway?"

"I want you to understand the true value of this ticket. This s our ace in the hole!" I said. Then I reluctantly released it.

The Medusa fluttered it and looked at it. "So, how do we use t?"

"You take a pen or someth ng, and you put today's date on the ticket, then write *Today Only!* and leave it in one of the treasure chests. That's all. They'll tear themselves apart."

" We're going to shatter the battlefield bond of a company of heroes with a p ece of paper?"

"Listen, just do it. I, the All-Seeing Satou, declare after a big argument, they'll leave this tower behind for the day so they don't waste that ticket."

"O Advisor who agonizes over this ticket, I urge you to stop making use of my proprietary merchandise."

The Medusa stil looked skeptical, but she left to put the ticket n one of the treasure chests.

It didn't take long ..

" .That argument was as terrible as if they were battl ng the Demon King himself."

"Yeah, of course it was. I'd fight l ke that in their shoes. Hey, why are you writing this down?"

"Mm, because believe it w ll be quite useful to know. A ittle something to draw on when I've got my own dungeon..." Vanir was peering into the crystal ba l and taking notes, the Medusa quickly imitated h m.

"Why'd they start fighting *outside* the tower?" she asked. "D dn't they think they m ght find more tickets if they kept searching?"

"An exce lent question. Remember how we wrote *Today Only!* on it? If they kept looking, they might find more tickets, but then aga n, they might not. Do you think they'd take a risk like that? They only had one ticket, and if they kept looking, it might expire before they got to use it. That left them with only one choice: open war."

The Medusa looked at me as if gazing at a creature she'd never seen before.

"Bwa-ha-ha-ha-ha-ha-ha-ha! That's the advisor I was looking for! We look forward to more of your insights tomorrow!" Vanir said, cack ing all the whi e.

**—Month X, Day A**

"No more putting weak monsters on the lowest floor and making them progressively stronger on the way up. Not unless you just want to set up an experience m ll here. Instead, we put a bunch of traps on the lower levels. When the enemy has expended their strength, when they're tired, that's when we w pe them out."

"Y yes, I see. That makes sense... All right, I guess we could do that..."

As the Medusa scratched away making notes, Vanir put a hand to h s chin. "Traps are al well and good, but adventurers w ll stop coming if you don't dangle something in front of them. Dungeons are not simply strongholds for protecting our lives. We harvest the experience points of those who are destroyed w thin them and make them the Dungeon Master's. The ba ance between risk and reward for our visitors has to be carefully kept."

Nice of h m to give me the lowdown on dungeons.

"When word gets around that you might find a succubus ticket n here, believe me, we won't be able to keep them away," I said.

"I see. That's true enough, I suppose," Vanir mused.

The Medusa sa d, "I'm starting to get the feel ng I built this dungeon in the wrong place. "

**—Month X, Day B**

"Ooh, Dust and his party are here. I m ght see my way to gifting them a couple of succubus tickets. I know Dust likes Rin, and I want to see what he'd do with the ticket with her standing right there. If he gives it to Taylor or Keith, that's great, and if they have a bit of a falling out arguing over it, that's fine, too."

"How inhumane! How inhuman! Whichever way it goes, it can only be interesting."

"Um, so, Teacher, Vanir, you know these people? I'm a Medusa, and l sten ng to the two of you ta k makes even me wonder if we're going too far. "

**—Month X, Day C**

"We're getting more vis tors than ever. Maybe the bait was a ittle too good."

"Maybe so. We've defeated so many adventurers that th s dungeon has started to get pretty famous. H gh- evel adventurers from other towns are even coming to cha lenge it. I only meant for it to be a test dungeon to try myself against some beginners. Do you think maybe it's time to call it quits...?"

"Don't be silly. Look! Look at the agonized faces of the men caught in this bruta trap! We've come th s far—let us see how far we can go! Bwa-ha-ha-ha-ha, this tastes delicious! The bad vibes of the adventurers who come here in search of a ticket, only to be beaten back each and every time, are tru y delectable!"

"If they ever found out I was involved in this, I think they'd do a ot worse than just make me their punching bag. "

**—Month X, Day D**

"I'm telling you, don't bother putting traps on treasure chests, they'll be ooking for them! A toilet is the answer! Put a toilet n the dungeon! Right about at the midpoint—they'l think it's strange, but they ll st ll use t. I mean, sometimes you're down n a dungeon and you just have to go, you know? And then, right when they've done the r business and their guard is at its owest..."

"Teacher, I'm not sure that I can, in good conscience -"

"O boy whose diabolical depravity repels even demons and Medusae, I must say that even I quest on the idea of targeting the moment their business is done "

Wow, both of them were too squeamish for this?

"Okay, then, how about this: when the party uses the toilet, the ights go out, and there are laughing voices that sound exactly ike the party members. They'll each think one of the others is playing some kind of trick, and it'll start a fault line in the party. Would that be hard to pull off?"

" "

*Say something, one of you!*

After a long enough time deal ng with them, the adventurers started to get used to the traps, and finally one party made it to the upper levels. It inc uded a few fami iar faces...

"Time to call it quits," I sa d.

"Mm, yes, this has been a most enjoyable dungeon. But before those intruders reached the top floor, I think we shou d shut down this dungeon and use the escape route."

"T-teacher? Lord Van r? What's happened to you ?" the Medusa asked uncomfortably. Reflected in the crystal ball was

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"She sliced my Kobold Hero clean in half! How can a girl like that be so strong!?" the Medusa demanded.

In the crystal ball, we could see the Kobold Hero, torn in two by Yunyun's Light of Saber spell. And as if she wasn't bad enough by herself, behind her were

"Mm, they do indeed have an absolutely ideal party. The muscle-brained Crusader goes in front, while the sliver-ha red g rl d sarms the traps. And when monsters show up, the lonely wizard and the penniless propr etor take them out. *And* "

"Chris *told* her there was a trap, why'd she still go right up to it?"

The entire party was composed of acquaintances of mine, up to and includ ng Aqua. Okay, so she was a total moron (at the moment, she was crying because she'd been caught in a trap), but spec-wise, they were a l Advanced Classes. Via the crystal ball, we watched them smash one group of enemies after another.

"Time to beat feet," I said. "We'd better get wh le the getting's good!"

"Mm! If she finds out I'm involved with th s dungeon, who knows what my starving shopkeeper, whom I've been ignoring and giving not even a scrap to lately, will do!?"

Just as Vanir and I were head ng for the hidden escape tunnel, though, the Medusa cried, "Wait!" She'd become my obedient pupil, but now she looked fu l of herself. "I understand that this party is more powerful than any intruders we've faced before. But I, like Vanir, aspire to be a Dungeon Master! This s Axel, the beginners' town where everyone starts out. If I let myself be defeated here, by a bunch of humans no less, then I'll never be the strongest Dungeon Master ..."

"Let me warn you that one of those wizards is not a human but a Lich. If that doesn't bother you, then by al means "

"Don't leave me here, Lord Vanir. Oh! Teacher, surely you can't leave your student behind!?" The Medusa scrambled after us—what happened to the intimidating attitude from when we'd first met?

That was when it happened. In the crystal ba l we saw Darkness and the rest of the party, who'd been making good progress until that moment, stop and look at something outside the tower.

I listened carefully, getting a very bad feeling.

"Emergency! Emergency! Al adventurers currently in the tower, please evacuate! An Explosion warn ng has been issued! I repeat, all adventurers currently in the tower, please evacuate immediately."

The crystal bal showed the party hurriedly making an exit. The Medusa was practical y in tears. "Lord Vanir, I thought this was supposed to be the beginner town!" she wai ed. "But I can feel some really, rea ly big magic coming from outs de the tower...!"

I heard my pup l weeping behind me; I also heard Vanir: "Bwa-ha ha-ha-ha-ha-ha-ha! When I finally build my dungeon, perhaps I'll do it beneath this very town! This dungeon might be blown away, but there can be a second or a th rd. !"

"Dammit, a few succubus tickets aren't worth this! But I know it's al my fault for tormenting the other adventurers; I'm sorry!"

" don't want to be a Dungeon Master anymore! Please, Goddess, just help me -!"

▼

The sun had gone down and the world was dark.

"There you are! Where have you been, you lazy NEET!? We've been working our socks off, attacking the dungeon at the request of the Guild, then trying to get Megumin out of jai after she was arrested!"

Back home for the first time in a while, I was confronted w th a very irate Aqua.

"...I'm sorry."

" Geez, that's awfully earnest of you, you night-owl NEET. Fine, because you apologized properly, I'll forgive you. Come on n, dinner's ready."

Inside, Darkness was lecturing a very satisfied-looking Megumin. "I can't believe you, Megumin! We could have beaten that dungeon completely legally if you'd just left us a one. And you went and did *that* because you couldn't stand to lose to Yunyun?"

"Oh, Kazuma, you re home. Listen to this: I have once aga n defeated Yunyun in a contest. If you bel eve my undefeated streak is truly incredible, then please get Darkness off my case."

I ooked at the three of them relaxing there in the mansion and had a thought. I'd assumed Dungeon Masters had it easy because they just sat around in their dungeons all the time—but they had to deal with the likes of *this* coming after them every sing e day...

"It's tough to be a Dungeon Master," I mumb ed and said a si ent prayer in hopes that my pupil, who'd said she was going back home, would make it safely.

...OF US!?

YOU WANT TO DO "TOTAL COVER-AGE"...

BY: KASUMI MORINO
ORIGINAL WORK: NATSUME AKATSUKI
CHARACTER DESIGNS: KURONE MISHIMA

IT'S EVERY KONOSUBA FAN'S FONDEST WISH!

YES!

...TO SEE HOW YOUR PARTY REALLY LIVES!

THEY'RE DESPER-ATE...

WE'RE FA-MOUS!

SO PLEASE, LET ME SHADOW YOU FOR A DAY AND FIND OUT!

"TOTAL"?

SONA (SHOCKED)

GU (GRAB)

THEY'RE ASKING FOR TOTAL COVERAGE LIKE WE'RE CELEBRITIES!

LEGEND OF CRIMSON

WE'VE MADE OUR BIG-SCREEN DEBUT, HAVE WE NOT?

HEH! OF COURSE THEY ARE.

AS THE WINNER OF THE CHARACTER POPULARITY POLL, I, THE GREAT AQUA, WOULD BE MORE THAN HAPPY TO HELP!

ALL RIGHT!

+15

HEY NOW!

WON-DERS OF—

I'LL EVEN SHOW OFF A NEW PARTY TRICK OR TWO!

AXIS CHURCH

THAT WASN'T CHEATING; THAT WAS GODDESS POWER!

GRRRR!

x5!

HEH HEH BLEH!

YOU ONLY WON BECAUSE YOU CHEATED!

OTHERWISE I WOULD HAVE WON THAT CONTEST!

UM...

わちゃ++ わちゃ

WACHA

WACHA JABBERS

DOES THAT MEAN, YOU KNOW, INTERVIEWS AND PHOTOS AND STUFF?

UM... YES...

"TOTAL COVER-AGE"!

I'LL TELL YOU ABOUT ALL MY FAVORITE SCENARIOS!

HIT ME WITH YOUR QUESTIONS! HIT ME HARD!

HFF!

HFF!

THEN OF COURSE I'LL HELP YOU!

HFF!

CENSORED

UH— RIGHT...

HRK— I CAN'T TAKE IT!

I ADMIT, IT WILL BE HUMILIATING TO HAVE SOME OF THEM KNOWN PUBLICLY, BUT STILL...

YOU DON'T PLAY FAIR, AQUA!

PIP (BEEEP)

LIKE THIS ONE: ONE DAY, A FALLEN NOBLE GIRL IS ACCOSTED BY PIRATES WHO—

...WHAT I DO ALL DAY...

SH-SHE WANTS TO KNOW WHAT WE DO ALL DAY...

...SHE'S ASKING ME ON A DATE!

FUWSU

...IN OTHER WORDS...

FUWSU (SIGH?)

HEY, HEY, LAY OFF POOR LUNA-SAN, THERE!

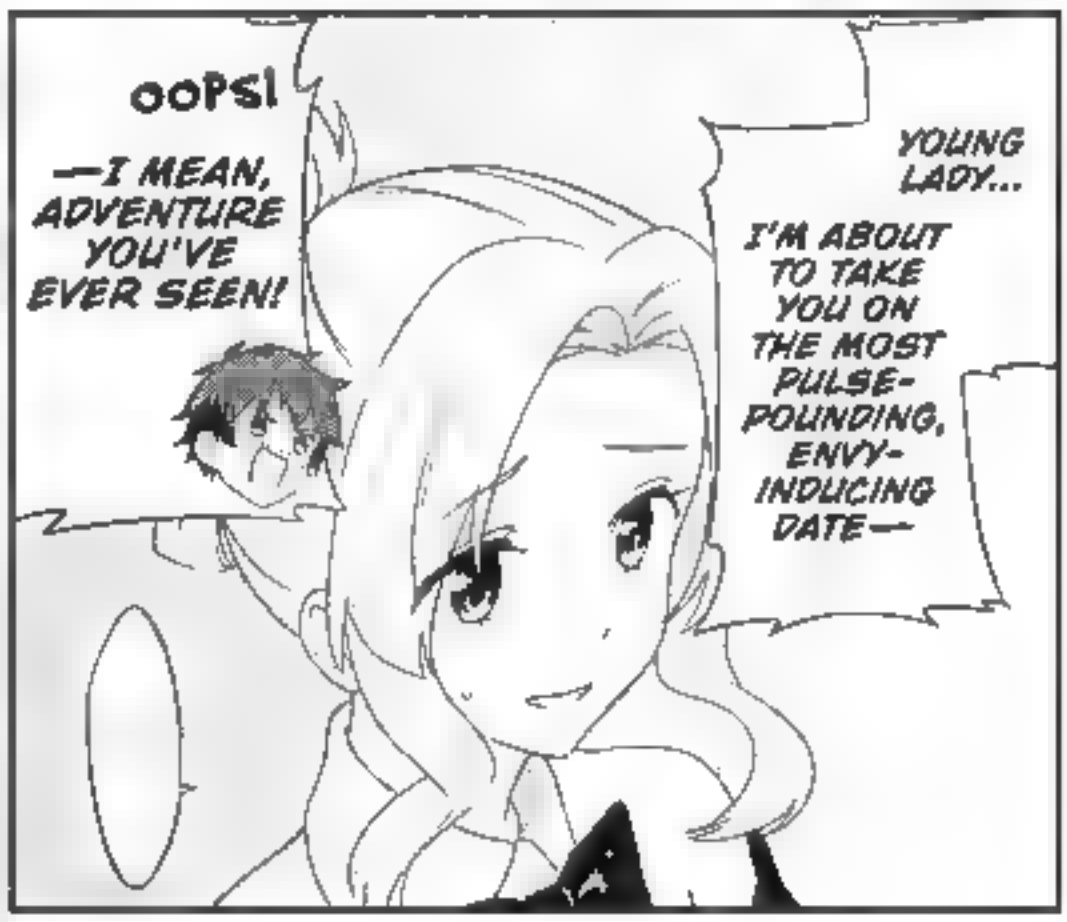
KA-ZUMA-SAN!

DON (BANG)

IF YOU'RE GONNA DO TOTAL COVERAGE, I'M THE ONLY SUBJECT YOU NEED, RIGHT?

KAZUMA, WE'RE ALL MEMBERS OF THIS PARTY, SO WE SHOULD ALL—
WHO CARES!?
YOU'RE THE ONE WHO CAME IN SEVENTH IN THE POPULARITY POLL!
Y-YEAH? WHAT ABOUT IT!?

AND THE MAIN CHARAC-TER!
I MEAN, I AM THE PARTY LEADER, AFTER ALL.


OOPS!
—I MEAN, ADVENTURE YOU'VE EVER SEEN!
YOUNG LADY...
I'M ABOUT TO TAKE YOU ON THE MOST PULSE-POUNDING, ENVY-INDUCING DATE—

HEY! I THINK WE'D BETTER POSTPONE THAT INTERVIEW!

!?

AAAUGH!

EXPLOOOSION!!

KEEP ON ENJOYING KONOSUBA!

Note: Not listed in release order. These stones were offered as special bonuses when buying the latest books. They may already be out of stock.

# KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD!

Adult Toys in Another World
All for Iris
Aqua-Sensei
Aqua's Water Trade
Aqua's Water Trade (Part II)
Art is an *Explooooosion*!
Axel's Finest...
Bamboo Farmers Put Their Lives on the Line
The Beginner's Bane with the Crimson Eyes
But We're Friends, Miss Lalatina!
Crimson Magic Clansfolk Are Oh-So-Smart
The Crusader of the Sleeping Forest
Cry on the Shoulder of the Masked Clerk
Darkness Goes Pet-Hunting
Darkness Learns to Be a Bride
Darkness on Patrol
Darkness's Photo Shoot
The Demon's Forbidden Tome
Foremost Demonic Familiar of the Crimson Magic Clan
A Full Set of Anti–Demon King Equipment
A Goddess's Blessing!
The Good-Luck Thief Girl
The Great Epic of Spring
A Heartfelt Gift
In the Name of the Goddess Eris
The King of the Undead Joins the Neighborhood Association
The Legendary Sorceress
The Mascot's True Identity
Meat from the Fields of Another World
Megumin the Ripper
Megumin, Dragon Slayer
The Moon on a Winter's Night
The Most Famous Goddess in Axel Town
The Most Powerful Secret Technique
Noble Style
The Occasional Urge to Say Thank You
On a Princess's Adolescence
On a Summer's Night
One Chick's Killer Move
The Ordinary Cat and the Lonely Girl
Please Calm Down, Young Lady
A Promise, Now and Again
A Real Magic Item!
Ruler of Violence
She Can Be Goddess-y, Now and Again
She Who Brings Blue Lightning
The Sprout Girl's Innocent Laughter
This Goddess Is Doing Her Best
This Skill Is Believed Dangerous
The Under-Control Crimson Magicker
VS!
What a True Man's Romance Needs
What's Underneath the Mask?
When the Goddess Gets Home...
Wouldn't You Like to Join the Axis Church?
You've Got It All Wrong, Miss Lalatina!

# KONOSUBA! PLUS SHORT STORY LIST

## BONUS SHORT STORIES

Here we list some of the wide variety of Konosuba short stories that have been published over the years.

THERE ARE PLENTY OF OTHER BONUS STORIES TOO!

# GOD'S BLESSING ON THIS WONDERFUL WORLD! DETOURS

Baptism of a Crimson Magicker
By the Will of the Goddess Eris
The Enchanted-Sword-Wielding Hero and the Starving Girl
Envy of a Crimson Magicker
How to Become a Great Wizard
How to Save an Advanced Lonely One
Komekko's Patron
A Lonely Way to Spend Your Vacation
The Martial Princess Keeps the Peace
A Noble Girl's Popped Up
Now Available: Megu-tan Dolls
Now Consulting about Harems
Now Consulting about Love
Now Consulting about Matchmaking
An Ovation for this Mad-Dog Mage!
Sometimes the Count Really Acts like a Plush Toy
The Thief Girl's Doing Her Best
To You, Dear Lady
The Value of a Girl

# AN EXPLOSION ON THIS WONDERFUL WORLD! & AN EXPLOSION ON THIS WONDERFUL WORLD! BONUS STORY

# A CONSULTATION WITH THIS MASKED DEMON!

Illustrations: Kurone Mishima

*Note: This story was originally a special bonus for readers who purchased at Animate stores.

## The Very First Bonus Story

# AQUA'S WATER TRADE

Natsume Akatsuki

"Kazuma, Kazuma. Have a look at this, would you?" Aqua said, passing something to me.

"What's this? Some sort of magic potion?" In my hand was a perfectly ordinary bottle filled with some kind of liquid.

"I guess you could call it that. I spent half a day sweating and straining to produce this wonderful, highly spiritual holy water. I'm planning to sell them for ten thousand eris apiece—what do you think?"

Here I'd thought that when she plunged her hand into the fountain and swirled it around yesterday she'd just been playing.

"I think that when you make the fountain your personal base of operations when it's this hot out, it sucks for the kids who can't play in the water anymore."

"It's an adult's job to teach them early on that the world is unfair. Life is hard. Anyway, how about a bottle? I'll give you a special price!"

I held the bottle up to the light. "This is basically your juice, right? What does it do?"

"I'll thank you not to talk about a goddess as if she were shaved bonito. Anyway, what is it supposed to do? I just purified the fountain. Maybe you could drink it when you get thirsty."

"..."

"No, stop that! Don't act like you're going to throw it away! It totally does other things too! You could sprinkle it over your fields or use it to wash your dishes! If you pour some into an anthill, it'll even destroy the nest!"

So how was this different from normal water?

"True, I guess mineral water probably doesn't exist in this world. Maybe you could call it Aqua's Tasty Water and market it as so safe that even babies can drink it... Maybe? Ten thousand eris a pop, though? That's expensive. We should make it cheaper."

"I hate the thought of discounting mineral water that I put my goddess's good name to, but maybe you're right. Actually, I'd like you to help me with sales. You don't have any special talents or strengths, Kazuma, but you're a good talker if nothing else. I'd like you to put your one useful ability to work for me."

"Are you looking for a business partner or a fight?"

When she said she would give me a cut of the profits, though, I was on board. We would target restaurants and eateries around town. There might be some demand for mineral water from high-class places that were fussy about flavor.

Or at least, so I thought.

"We haven't sold a thing..." Aqua said, dejectedly holding a box full of bottles. I'd thought for sure people would appreciate magically purified water...

Just then someone exclaimed, "Oh! God of Water!"

That got Aqua's attention; she looked around to see who'd shouted. I was trying to remember if there was anyone in town who called her "god of water". Turns out there wasn't.

"God of Water! Thank you for all you do for us. Might I receive some water?"

"Ah, but of course! Let me demonstrate my power! *Create Water!*"

The person who had shouted turned out to be the woman from the combo-plate place. She was talking to a middle-aged guy dressed like a wizard. He pointed his hand at a bottle and used magic to fill it with water. Apparently, he was the so-called "God of Water."

The woman thanked him, and the God of Water ambled away.

Aqua and I went over to the woman. "Can I ask you something?" I said. "Who was that 'God of Water' guy just now?"

"Oh, you don't know? He used to be a wizard. He gave up the trade, but he was at least able to learn Basic Magic, and now he goes around dressed like that, producing water for people. It's kind of a hobby of his. Magically-created water is pure, so I'm very grateful for it. No one knows the guy's name, so we all just call him the God of Water."

No sooner had the woman finished talking than Aqua went racing off. "Hold it right there, you! Who gave you permission to be part of the water trade!? And how dare you go around calling yourself the God of Water without my leave!? Apologize! Apologize to the goddess of water! And then make sure people pay you when you make water for them, and that you give a tithe to the Axis Church, which worships the goddess of water!"

I guess "water trade" wasn't exactly inaccurate, but I didn't think it meant what she thought it meant. It made her sound like a street punk trying to extort protection money.

"Huh!? So the forces of darkness have finally come seeking my powers, have they!? Well, true enough, I'll bet I could make some money off of this..."

"Hey, that's great and all, but you'll pay your tithe, won't you? Otherwise the beautiful, lovely goddess of water will punish you, okay?"

Aqua and the middle-aged guy were crouched by the roadside, arguing away. She might be fighting about money with a guy cosplaying as a wizard...

...but she was still a goddess. I guess.

# COVER GALLERY

## KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD!

19 DEC 2017

*Konosuba: God's Blessing on this Wonderful World! v.4*
*Yes Good-for-Nothing Quartet*

22 AUG 2017

*Konosuba: God's Blessing on this Wonderful World! v.3*
*You're Being Summoned, Darkness*

18 APR 2017

*Konosuba: God's Blessing on this Wonderful World! v.2*
*Love, Witches, and Other Delusions!*

21 FEB 2017

*Konosuba: God's Blessing on this Wonderful World!*
*Oh! My Useless Goddess!*

23 APR 2018

*Konosuba: God's Blessing on this Wonderful World! v.8*
*Axis Church vs. Eris Church*

11 DEC 2018

*Konosuba: God's Blessing on this Wonderful World! v.7*
*116-Million Bride*

21 AUG 2018

*Konosuba: God's Blessing on this Wonderful World! v.6*
*Princess of the Six Flowers*

24 APR 2018

*Konosuba: God's Blessing on this Wonderful World! v.5*
*Crimson Magic Clan, Let's & Go!!*

27 OCT 2020

*Konosuba: God's Blessing on this Wonderful World! v.12*
*The Knight's Lullaby*

28 APR 2020

*Konosuba: God's Blessing on this Wonderful World! v.11*
*The Arch-Wizard's Little Sister*

17 DEC 2019

*Konosuba: God's Blessing on this Wonderful World! v.10*
*Cursable Scoundrel*

27 AUG 2019

*Konosuba: God's Blessing on this Wonderful World! v.9*
*Crimson Fate*

19 APR 2022

*Konosuba: God's Blessing on this Wonderful World! v.16*
*Runaway Goddess, Come Home!*

26 OCT 2021

*Konosuba: God's Blessing on this Wonderful World! v.15*
*Cult Syndrome*

22 JUN 2021

*Konosuba: God's Blessing on this Wonderful World! v.14*
*The Crimson Magic Trials*

22 FEB 2021

*Konosuba: God's Blessing on this Wonderful World! v.13*
*The Lich's Proposal*

## AN EXPLOSION ON THIS WONDERFUL WORLD!

21 JUL 2020

*An Explosion on this Wonderful World! v.3*
*The Strongest Dad's Turn*

25 FEB 2020

*An Explosion on this Wonderful World! v.2*
*Yunyun's Turn*

24 DEC 2019

*An Explosion on this Wonderful World! v.1*
*Megumin's Turn*

## SPIN-OFFS & SHORT STORIES

## AN EXPLOSION ON THIS WONDERFUL WORLD! BONUS STORY

1 JAN 2020

*Konosuba: God's Blessing on this Wonderful World! Deteors*

1 APR 2016

*A Konosuba Spinoff!*
*A Consultation with this Masked Demon!*

24 AUG 2021

*An Explosion on this Wonderful World! Bonus Story v.2*
*Deadbeat Busters*

22 SEP 2020

*An Explosion on this Wonderful World! Bonus Story*
*We Are the Megumin Bandits*

# KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD! OFFICIAL MEMORIAL FAN BOOK

Endorsed by a Goddess—You Need This Book!

**TRANSLATION:** Kevin Steinbach **LETTERING:** Abigail Blackman

This book is a work of fiction. Names, characters, places, and incidents are the product of the author's imagination or are used fictitiously. Any resemblance to actual events, locales, or persons, living or dead, is coincidental.

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First published in Japan in 2020 by KADOKAWA CORPORATION, Tokyo.
English translations rights are arranged with KADOKAWA CORPORATION, Tokyo through TUTTLE-MORI AGENCY, INC., Tokyo.

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Yen Press
150 West 30th Street, 19th Floor
New York, NY 10001

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instagram.com/yenpress

First Yen Press Edition: December 2022
Edited by Yen Press Editorial: Carl Li, Payton Campbell
Designed by Yen Press Design: Wendy Chan, Liz Pariett

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Library of Congress Control Number: 2022939258

ISBNs: 978-1-9753-2581-7 (paperback)
978-1-9753-2582-4 (ebook)

10 9 8 7 6 5 4 3 2 1

APS

Printed in the United States of America